The CD side of Sonic! Full review!

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SEGA FORCE MEGA

TEENAGE MUTANT STREET FIGHTERS!

Street Fighter II — Special Champion Edition clashes with Teenage Mutant Ninja Turtles — Tournament Fighters!

FOOTBALL CRAZY!

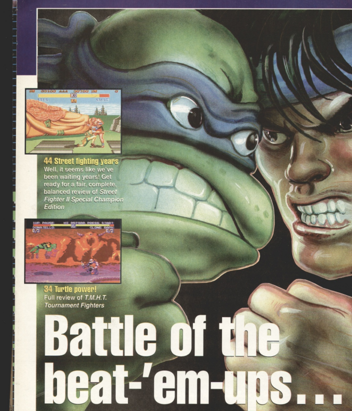
Sensible Soccer — The best footy game ever? PLUS Pelé and FIFA International Soccer previewed

Reviewed in full:
Disney's Aladdin, James Pond 3, Zool, John Madden '94, Cosmic Spacehead, Robocop VS The Terminator, Spiderman & The X-Men, and MORE!



PLUS! DIZZY TIPS, JUNGLE BOOK, DUNE II and ASTERIX PREVIEWED!


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44 Street fighting years
Well, it seems like we've been waiting years! Get ready for a fair, complete, balanced review of *Street Fighter II Special Champion Edition*

34 Turtle power!
Full review of *T.M.H.T. Tournament Fighters*

Battle of the beat-'em-ups...

December 1993

contents

Editorial



Autumn's over, Winter's here, Christmas is approaching, and, with it, there are some of the best games that we've yet seen on the Mega Drive!

Sega have been taking some stick of late — price points, availability and lack of CD games have all been used as ammunition by critics. Now, with Christmas approaching, Sega have gone all out to cater for every taste with no less than seven different bundles available for the Mega Drive. Of course, most of you already own Mega Drives, but these bundles, and the choice that goes with them, should see even more machines out there. An expanding market can only mean more and better games are on the horizon!

As you're probably already aware, the SFM crew are BIG fans of footy-sims, so imagine our sheer delight when three outstanding soccer games arrived on our doorstep. *Sensible Soccer* gets the full review treatment, gaining a recommended seal while it's at it.

It was nearly a matter of 'hold the front page!' when we received EA's *FIFA International Soccer*, though — we've been glued to our preview version for ages! The third title challenging for our attention is *Pele* from Accolade. Take a look at the feature for more info.

With each issue of SEGA FORCE MEGA, there seems to be more and more quality CD games, and this month is no exception. *Dune CD* takes strategy/adventures into a new dimension, while the long awaited *Sonic CD* is a real class act.

Rest assured, though, that the Mega Drive isn't being left behind. With games like *Aladdin*, complete with the best animation we've had the pleasure of watching on the MD, and *Jungle Book*, previewed in this issue, it looks like a new age is dawning in terms of quality software. Forget the excitement surrounding the so-called wonder machines that boast more bits than a Mechano set — Sega's where it's at if you want the latest and greatest in new videogame software.

All this and we're still managing to squeeze in the regulars, including a five page tips spectacular on *Dizzy* and some pretty darn handy hints on *Gunstar Heroes*. Don't forget, you can share your painstaking hours of solving games and earn £100 to boot by sending your tips in to the usual address.

Until next issue, due out in time for Chrimbo, have fun!

Mark Smith
Editor



Sega Xmas Pack-Attack!

Need to find a Christmas present for young Tommy? Well introduce him to the delights of the MD with one of these great offers!

Sega UK have declared their intent to be the number one seller over the Yuletide period. By unveiling an amazing seven different pack configurations for the Mega Drive, Sega have opted for a complete saturation approach to sales this Christmas. Following the success of other limited-run configurations through the year, Sega feel this is the way to stay one jump ahead of their rivals. A host of top titles have been included, such as the smash-hits *Street Fighter II*, *Terminator* and *Aladdin*. There are also specialist appeal packs and a bargain offer of the Mega Drive plus six free titles.

Some of these packs have been in the shops for a while and it's claimed by Sega that many are close to being sold out. Sega's UK marketing director Simon Morris, feels all the offers provide great value for money (well, he would, wouldn't he?).

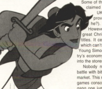
However, joking apart, all the pack configurations represent great Chrimbo presents, coming as they do with a host of top titles. It certainly saves on buying loads of carts straight away which can't be bad.

Young Simon also feels that Sega are doing their bit for the country's economy – 'We're doing everything we can to drag business into the stores'. Now that's what we call a good deed!

Nobody needs reminding that Sega will be involved in an intense battle with bitter rivals, *NINTENDO*, for supremacy in the Christmas market. This move sets a new precedent for winter marketing among games console manufacturers. It would appear to have put Sonic's gang one jump ahead of a certain rotund, Italian plumber and his cohorts.

So, if you fancy giving someone a bumper Christmas prezzie and introducing them to the delights of owning the best console money can buy, SEGA FORCE MEGA unveils the complete guide to what's on offer in the run-up to the festive period.

All of these different packs are out now, so what are you waiting for? Beats a pair of socks, any time!



© Disney



EA whip up a Storm

Electronic Arts are looking to release the first Mega Drive game to feature the high-tech Stealth Bomber before the new year. *F117 Night Storm* will feature the most technically advanced strike aircraft in the world on a number of missions to troublespots around the world.

The game'll feature two play modes. There'll be an Arcade mode for gamers who revel in non-stop action. This will allow the player to choose exactly how many air and ground targets they want to take out. Alternatively, the Campaign mode will take in nine international scenarios with 30 missions, all based on historical fact and political 'what-ifs,' such as – what if John Major loosened his belt, would he stop sounding like a constipated cartoon character? Er, maybe not!

Anyway, the campaign'll start with basic training in the Nevada Desert. Then take part in a host of operations over enemy territory such as Libya, Grenada, Cuba and the Gulf. If successful, you'll be able to fly experimental versions of the F117 with non-standard munitions.

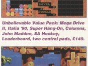
EA say the game features revolutionary infra-red displays; a laser guidance system which, used in conjunction with weapon control cameras, guides missiles from plane to target. Also expect to hear digitised speech providing navigational aid and weapons-targeting.

With 11 different plane views, including four weapon angles, this looks like being a must for the Mega Drive's legions of flight-sim fans. The next issue should contain a full review of what promises to be one complex aircraft-simulation.



Packs-a-plenty!

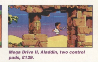
Check out the great range of packs on offer below. There are seven to choose from, something to suit all tastes!



Unbelievable Value Pack: Mega Drive II, Italia '90, Super Hang-On, Columns, John Madden, EA Hockey, Leaderboard, two control pads, £149.



Mega Drive II, Sonic 1 & 2, two control pads, £139.



Mega Drive II, Aladdin, two control pads, £129.



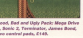
Marvel Pack: Mega Drive II, X-Men, Captain America, control pads, £129.



Mega Drive I, Streetfighter II, two control pads, £139.



Wild and Wet Pack: Mega Drive II, Italia '90, Super Hang-On, Columns, Ecco, Tazmania, control pads, £149.



Good, Bad and Ugly Pack: Mega Drive II, Sonic 2, Terminator, James Bond, two control pads, £149.

Jurassic Joypad!

Yet another Mega Drive joypad's been released in time for the Christmas shopping-spree. This one's from Slick Sticks, and they claim it's a refreshing change from other 'pads. Whether that's true or not they've come up with a novel, or sad, depending on your viewpoint, marketing idea. The joypad's a weird-shaped beast, with the topical name of the Raptor. Ring any bells from the year's biggest box-office hype, sorry hit?

The Jurassic joypad has the usual stuff, auto-fire, turbo-fire etc. So Slick Sticks are banking on its eight arcade buttons being the selling point, especially to fans of *Streetfighter II*. The intention is to make implementing the special moves as easy as touching a single button. Just program the control into the joypad and away you go. Punch and kick with the best of 'em! If you buy it, watch out, it might bite!



Make mine a Whopper!



As Sega gears up for the big Christmas blitz, they've been promoting their three *Sonic* games in *Burger Kings* throughout the country. With another three weeks to go on the promotion, the aim is to publicise the launch of three *Sonic* carts — *Sonic Spinball*, *Sonic Chaos* and *Sonic CD* (reviewed this issue).

Special Sonic meals are on offer in 210 *Burger King* outlets. The meal comes with a free model figure from the game including Sonic, Tails and Robotnik. *Burger King* support the joint-venture with a huge TV promotion costing them upward of £250,000. So chow down with Sonic, a Whopper and regular fries too go!



Sonic's girlie has always been partial to a Whopper! That's why she was thrilled by his national link up with the boys at Burger King.



Suddenly Sonic regretted accepting that fifth Whopper meal. 'Where's the loo?', he screamed, rushing frantically from the room!



Big Brother's Watching

As the debate about sex and violence in computer and videogames mounts, the industry's taken a step towards regulation. The European Leisure Software Publishers' Association (ELSPA) will adopt an agreed set of standards following a recent preliminary agreement with the Video Standards Council (VSC).

The idea's for members of ELSPA to become registered supporters of the VSC code of practice. Through the rules of the agreement, members will be expected to limit the production of anything that might cause offence.

The particular cause for concern is games taking advantage of the new CD technology. Those games that use film footage, or graphics which appear to be real cinematic footage, will be closely monitored. Any game that use scenes of a sexual or violent nature could be legally classified.

The furore over *Night Trap* has been one of the principal reasons for this agreement. This was the first Sega videogame to receive a 15-classification, though this did little to affect sales.

Dressed to Kill

Sega are offering an alternative future to video-game merchandising with the announcement of a 'cybernetic' deal with underground-clothing label, *Future Shooter*, self-acclaimed pioneers of gamewear with attitude.

The *Future Shooter* characters, which emblazon T-shirts, hats, jackets and accessories, are being heralded as the screen rebels set to lead today's video-gamers into the next century (strong claims, indeed). 'Future Shooter', 'Trigger Happy' and ' Cyber Dread', the trio earmarked for higher profile, are being hyped as streetwise heroes ready to take gaming into a new, harder era. Where do they get these marketing gimmicks from!

Hanging tough

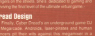
The promotion seems to be getting the lads at Sega all hot under the collar. David Joseph, promotions manager at Sega, calls it: "An innovative and stylish way of merchandising the videogames culture. The characters are more underground, refreshing and irreverent." He sees it as a refreshing departure from a videogames licensing industry that revolves around Sonic. Well, judge for yourself in our guide to the characters:

Future Shooter's a cyborg screen hero, the hardest and fastest warrior in System City. Cybernetic by birth, he's a hustling survivor amongst burnt-out games heroes and virtual-reality junkies who failed to make the grade in game-warzone.

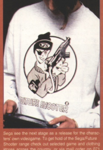
Trigger Happy's a pistol-packing gamegirl (very politically correct, eh!) who knows how to handle the dangers on the streets. She's dedicated to gaming and surviving the final level of the ultimate virtual game.

Dread Design

Finally, Cyber Dread's an underground game DJ at Megarcade. Androids, laser-pirates and human dancers pit their wits against this megamixer in a no-holds-barred contest.



A cartoon strip's currently being developed while Sega see the next stage as a release for the characters' own videogame. To get hold of the Sega/Future Shooter range check out selected game and clothing stores across the country, or via mail order on 071 490 2422. You've been warned!



Christmas Crackers

Spectravideo have got a couple of cunning new controllers up their sleeves. These beauties are designed to make gameplaying easier than it's ever been before. First up is the Logic 3, an amazing free-wheel looking like a normal steering wheel, but wouldn't be out of place on *Buck Rogers'* Reliant Robin! It not only has directional control, but acceleration and braking are all handled by the wheel as well. It's operated by unique angle-sensitive switches allowing accurate control — the user's also put in the driving seat for a real *Grand Prix* experience. Or so Spectravideo say. We'll reserve judgement until we get our hands on one.

Their other little beauty is the *QJ Propad 2*. It has six button 'fighting' layout and the unique 'programmable' Synchro-Fire option.

For a game such as *Street Fighter 2*, this joypad's a godsend. Tricky special moves require buttons A, B and C to be pressed simultaneously. Fret no more with *Propad 2*! Simply program the buttons into the left or right fire switches and batter your opponents into early retirement. The *Propad* also boasts Auto-Fire, Slow Motion, and a LED control panel.

Both controllers should be in the shops now, with the *Propad* retailing at £22.99 and the *Logic 3* costing a mere £34.99.

Super Sonic Snack!

Benson Crisps have teamed up with Sega to produce the first *Sonic the Hedgehog* crisps in the UK. Benson's are already infamous for creating hedgehog-flavoured crisps, so they were the logical choice for the spikey one's first venture into snackdom! The packs will portray scenes from Sonic's smash-hit Mega Drive carts, while the crisps will be shaped in the image of the Sega videogame idol. The snack will retail for just 15p and comes in three flavours: Cheese, Spicy Tomato and Salt and Vinegar. What about the authentic taste of Hedgehog, guys?

On every pack will be a *Sonic the Hedgehog* competition, with the chance to win Sonic baseball caps, watches and one of 20 Sega Mega Drives. Not bad for 15p. To get your very own spikey, blue snack check for newsagents with the Sonic sticker in the window. Happy munching!

Cheap and cheerful

An interesting snippet of information concerning the availability of Mega Drive games at rock-bottom prices winged its way into the office recently. A new games distributor, Scorpio Computers and Consoles, asked us to give them a mention on this issue in our news pages. Ever happy to oblige, especially in the cause of cheaper games for all our loyal readers, we can tell you that they promise

▲ **Mortal Combat**

▼ **Jurassic Park**

▲ **Mortal Combat**

▼ **Jurassic Park**

prices that can't be beaten. For example, *Mortal Kombat* and *Jurassic Park* at £39.99 can't be bad.

This family concern — it's run by David Morrison and his wife on a part-time basis — has little to no overheads. They buy direct from Sega UK, so guarantee no inferior products.

▲ **Street Fighter II**

In a letter sent to us recently, David promised that any readers who mention seeing this news item in SEGA FORCE MEGA will be able to buy *Street Fighter II* at trade price, £46.50 — £13.50 cheaper than in the shops. This is a special promotion only available to our faithful readers.

David told us he believed SEGA FORCE MEGA was a strong supporter of the little man trying to offer a real service to the Sega-owning public. Quite right David, which is why we've given you this mention. Let's hope you get a big response and that all your customers are satisfied.

To get hold of David, either write to PO Box 203, Bolton, BL3 2NX, or telephone 0204 73745 and don't forget to say where you saw this mentioned.

Virgin's Tips Blitz

With Christmas sales firmly in mind, Virgin have once again entered the videogame books market. They guarantee that 'The Official Sega Mega Drive Power Tips Book 2' will bring relief to desperate gamers.

Although it can never compare to the excellent advice given by our own tips boy, Virgin promise a complete guide to all the latest and greatest Sega hits, all for just £9.99. Among the titles given the once-over are *Cool Spot*, *Ecco the Dolphin*, *Lemmings* and *Sonic The Hedgehog 2*.

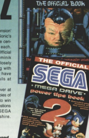
The bigger titles are given extended play treatments with all the key levels and bosses in the game explored and explained. Virgin consider it the best guide for anyone waiting to play the Mega Drive seriously.

Virgin's debut tips book sold over 40,000 copies in the UK over just three months. They hope this one will do even better.

The wealth of books doesn't stop there — two Sonic novels, 'In the Fourth Dimension' and 'In Robotnik's Laboratory' follow Sonic's further adventures, with Robotnik at the centre of the troubles. Both cost £2.99 each. There's also 'Gamesmaster — The Official Book', which includes dear old Dominik Diamond giving the lowdown on the closely guarded secrets of *Gamesmaster* along with details on the various celebs that have appeared on the show. It retails at £6.99.

Thanks to those nice people over at Virgin, we've got our mitts on ten copies of each book — all you need to do to win yourself a full set is answer the questions below and send your entry to SEGA FORCE MEGA, Ludlow, Shropshire. SY8 1JW.

1 Who is Sonic's arch-enemy?
2 Who took over from Dom Diamond as host of Gamesmaster?



Acclaim enter hardware market

With the launch of their *Dual Turbo Remote Controllers*, ACCLAIM have begun their attempt to break into the hardware market. The *Dual Turbo Remote's* infra-red receiver connects directly to the Mega Drive's control deck and boasts a range of up to 25ft.

Acclaim are hyping the controller as ideal for marathon game playing sessions. It's been ergonomically designed — meaning it's been created with the relationship between man and machine in mind. What this *actually* means is that it fits quite comfortably into your hand!

The *Remote* also has a host of other features, including turbo and superturbo speed, auto-fire, eight-way control pad and a slow-motion mode.

As we say with all new controllers, the proof's in the playing. But at a cost of £49.99 for two controllers and a transmitter, it's worth checking the *Remote* before buying.

Wembley-based Xmas Computer Show coming soon

For those of you wishing to catch up on the latest computer news and gossip, Westminster Exhibitions' Christmas International Computer Show is the place to be. Taking place in Hall One at Wembley Exhibition Centre, the show'll run on the weekend of 19-21 November. Now into it's eighth event, the show's designed to reflect the exciting changes taking place in the computer market. The event will focus on business, education, music, entertainment and multi-media applications for owners on machines ranging from the Mega Drive to other consoles and the ST, Amiga and PCs.

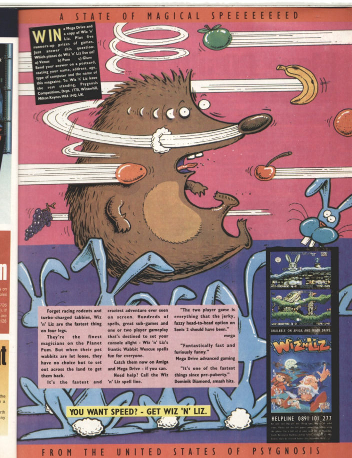
Tickets are available on the ticket-hotline, call 0726 68020. They're priced £7 on the door (£6 in advance). If you fancy going in a group of ten or more, discounts are available. Contact Westminster Exhibitions on 0222 512128 for details.



Northern Bargain Bonanza at Our Price stores

Our Price are opening new computer sections in three more of their stores in the first week of December. This'll take the number of stores with dedicated games sections to 230. To celebrate new game arrivals in Newcastle, Belfast and Aberdeen, *Our Price* are offering £5 off all computer games in these three stores, only for the first week of December. With many games already in the bargain section, this further reduction will mean a selection on offer from only £10.

So, if you live in these areas it might be worth checking out the price-cuts they're offering for any Mega Drive carts you've been after.


A STATE OF MAGICAL SPEEEEEEEED
WIN a Mega Drive and a copy of Wiz 'n' Liz. Plus five runners-up prizes of games. Just answer this question: Which planet do Wiz 'n' Liz live on? a) Venus b) Pum c) Glum Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Wiz 'n' Liz leave the rest standing, Psygnosis Competitions, Dept. 1770, Winterhill, Milton Keynes MK6 1HQ. UK.
Forget racing rodents and turbo-charged tabbies, Wiz 'n' Liz are the fastest thing on four legs.
They're the finest magicians on the Planet Pum. But when their pet wabbits are let loose, they have no choice but to set out across the land to get them back.
It's the fastest and craziest adventure ever seen on screen. Hundreds of spells, great sub-games and one or two player gameplay that's destined to set your console alight - Wiz 'n' Liz's frantic Wabbit Wescue spells fun for everyone.
Catch them now on Amiga and Mega Drive - if you can.
Need help? Call the Wiz 'n' Liz spell line.
"The two player game is everything that the jerky, fuzzy head-to-head option on Sonic 2 should have been."
mega
"Fantastically fast and furiously funny."
Mega Drive advanced gaming
"It's one of the fastest things since pre-puberty."
Dominik Diamond, smash hits.
YOU WANT SPEED? - GET WIZ 'N' LIZ.
AVAILABLE ON AMIGA AND MEGA DRIVE.
WIZ'N'LIZ
HELPLINE 0891 101 277
FROM THE UNITED STATES OF PSYGNOSIS

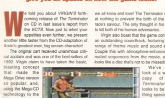
More CD ultra-violence!

Tough guy, action-hero Arnie's greatest character, The Terminator, will soon make his eagerly-awaited debut on the Mega CD. With a host of new levels, stunning graphics and superior sound, we felt it was only fair to give you an update on how the game looks.



We told you about *VIRGIN'S* forthcoming release of *The Terminator* on CD in last issue's report from the *ECTS*. Now just to whet your appetites even further, we present another little taster from the CD-adaptation of Arnie's greatest ever, big screen character!

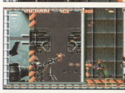
The original cart received unanimous critical acclaim and was one of the best-sellers of 1992. Virgin claim to have taken the basic, blasting concept that made the Mega Drive version so popular, and, using the Mega-CD technology to the full, combine them to produce a new, more action-packed thriller. We'll wait to see if their claims are justified, but if the shots are anything to go by, it looks like a winner.



The story is much the same as the movie. Kyle Reese, a lone warrior from the future, returns to the past to protect the one woman, Sarah Conner, who holds the key to the survival of the human race.

Together they must face not only everything the city of Los Angeles throw at them, but also the terrifying might of the cyborg assassin we all know and love! The Terminator will stop at nothing to prevent the birth of the human race's saviour. The only thought in his mind is to kill both of his human adversaries.

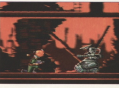
Virgin also boast that the game comes with an outstanding soundtrack, featuring a wide range of theme music and sound effects. Couple this with atmosphere-enhancing, animated sequences from the movie, and this looks like a disc that's not to be missed!



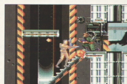
We've had a look at a working copy of *The Terminator* and it looks to be something special. The extra capacity of the Mega CD appears to have been used to great effect, producing stunning animation, brilliant sound effects and a great soundtrack, using crisp samples from the original movie.

Levels never seen before on any format have been included. These range from Dead City and the Wasteland to Sky Net Base and the Technoir Bar.

Expect this to be a Christmas smash. We'll give you the complete lowdown with a full review next issue.









Cart Charts

Due to popular demand and some nasty threats, we've finally got our hands on the official chart for the Mega-CD, which just goes to prove that there are at least ten games available! Along with this is our usual round-up of the top ten UK Mega Drive games, courtesy of the kind people at Virgin Megastores, as well as details of the games that the US and Japanese players are buying. It does seem that the kids over there aren't as taken with beat-'em-ups as those over here...

UK Mega Drive Top Ten

1	NE	MORTAL KOMBAT	Arena Ent.
2	▼	JUNGLE STRIKE	EA
3	▼	MICRO MACHINES	Codemasters
4	NE	JURASSIC PARK	Sega
5	►	PGA TOUR GOLF 2	EA
6	►	FLASHBACK	US Gold
7	RE	SONIC THE HEDGEHOG 2	Sega
8	▼	BUBSY THE BOBCAT	Accolade
9	NE	ULTIMATE SOCCER	Sega
10	NE	GUNSTAR HEROES	Sega

It's there — as predicted, *Mortal Kombat* storms to the top of the UK charts, beating off the attacks of other games to sit there proudly at number one. Mortal Monday was obviously a resounding success!

EA hang on in there with *Jungle Strike*, but their dominance over the charts seems to have been temporarily stifled.

The Codies prove that a good game is as strong as good hype when it comes to selling software. The excellent *Micro Machines* drops to number three, but our sources say that it's still selling strongly!

Jurassic Park, the game of the film of the book, comes in at the fourth spot, shoving aside *Bubsy*, which falls to number eight. The likes of *Populous 2* and the *X-Men* seem to have all but disappeared from the top ten. You never can be too sure, though.

PGA Tour Golf 2 and *Flashback* hold their positions, while Sonic slams back into the charts with *Sonic the Hedgehog II*, proving that you can never keep a good hedgehog down (or something like that). Sega earn themselves two new entries. First off is *Ultimate Soccer*, although we don't expect this to be able to survive the onslaught of *Sensible* or *FIFA*, while the fabulous *Gunstar Heroes* makes a respectable tenth place.

USA Charts

Big surprise — *Jurassic Park* dominates the the US charts. But where is *Mortal Kombat*? Everybody thought Cage and co would be rampant...

1 JURASSIC PARK	Sega
2 JUNGLE STRIKE	EA
3 SHINING FORCE	Sega
4 RBI BASEBALL '93	Tengen
5 NHLPA '93	EA
6 PGA TOUR GOLF II	EA
7 X-MEN	Sega
8 HARDBALL III	Accolade
9 Ms PACMAN	Tengen
10 FATAL FURY	Takara

Mega-CD Charts

Our first Mega-CD chart is topped bt *Batman Returns*, followed by the pervy *Night Trap* and Sega's other beat-'em-up, *Final Fight*.

1 BATMAN RETURNS	Sega
2 NIGHT TRAP	Sega
3 FINAL FIGHT	Sega
4 ROAD AVENGER	Sega
5 JAGUAR XJ220	Sega
6 SHERLOCK HOLMES	Sega
7 PRINCE OF PERSIA	Sega
8 AFTERBURNER 3	Sega
9 WOLFCHILD	Sega
10 BLACK HOLE ASSAULT	Sega

Japanese Charts

One of the first CD games to top the Japanese charts, it does appear that the hype of *Silpheed* being a *Starwing* beater actually paid off...

1 SIPLHEED CD
2 ECCO THE DOLPHIN
3 PUYO PUYO
4 KEIO ATTACK SQUADRON
5 ROCKET KNIGHT ADVENTURES
6 J LEAGUE PRO SOCCER
7 3x3 EYES
8 SUPER SHINOBI II
9 JURASSIC PARK
10 ILLUSION CITY CD

Gutter Snipe

Another month, another batch of letters. Time seems to go so quickly in the sticks of Devon — one minute, summer is on us and I'm lazing around on the beach reading the mail, the next it's p... p... persistently raining and I'm getting sent Chrissy cards.

I'm not the only one with complaints, though — the faces around here are as long as they come. Not only are these football-mad lads fuming after England's dismal result against Holland, but they've also had a visit from the local thieves who have run off with the tips boy's favourite anorak. Calls to bring back flogging were ringing from the rooftops.

Of course, back in Shropshire, things like this never happen. You can leave your back door open when you pop around to your neighbour's house to borrow a cup of sugar. It probably helps that houses are 50 miles apart and trade is carried out through exchanges of cows and sheep. Fortunately, the lads who now work at our sister mag (actually, it's more like second cousin twice removed), MEGA MACHINES, aren't too bright when it comes to questions of economics — by the time I left their offices, I had a herd of cows and a flock of sheep, all in exchange for a few grains of salt. No wonder they play games for a living.

Talking of dour times, Christmas is fast approaching. Despite the good intentions, I find such festivities sometimes hard to handle. All the girlies with their mistletoe, chasing after me, is most unnerving; indulging in the other kind of Christmas spirit comes all the more simple (so, you *are* nothing more than an old, drunken lout? —Mark). I've already had to endure the 'thrills' of the AMIGA FORCE party — all fairy cakes and adolescent jokes — but, hopefully, the spirit will be flowing a little more loosely and the company somewhat more stimulating with the SFM pub crawl (actually, it's more of a mature affair at the local Berni —Mark).

On a slightly more serious note, my mailbag is getting somewhat light of late — many of those that do come in seem to ask endless questions about *Sonic 3, Sonic CD* and *Sonic Spinball*. Well, dear readers, I say no more! I want to get up out of my hovel of a morning and be stimulated, interested and humoured by your scribblings.

And just to prove that I take my job oh so seriously, from next month I'm offering £100 — in CASH! — to the letter that wins the Letter Of The Month award! You can be certain that the winning letter will not question the release date of games or the state of the weather; you CAN be sure that It's very simple really — all correspondence should be sent to our Ludlow offices, full address being: Gutter Snipe, SEGA FORCE MEGA, Ludlow, Shropshire. SY8 1JW. Through the wonders of modern science and Carol, Impact's own lovely receptionist, your letters are bundled down to us in a large parcel. Now you know the score, there are no excuses for failing to join in the liveliest letters page in a Sega mag!

Win A Multi-Screen Cinema!



While other magazines give away tickets to see the latest hit film at the cinema, SEGA FORCE MEGA go one step further — we've got a whole multi-screen theatre up for grabs!

With six screens, stunning sound with, oh, many mega-watts of speaker power, you'll be the envy of all your friends with this Bognor-based property. Charge extortionate prices, keep the crowds waiting outside in the cold, offer stale popcorn and crummy cola at the interval, and generally act like a miserable cinema owner!

Just imagine all the films that you could watch at any one time! And how you could have six copies of *Jurassic Park* running ten minutes after the last, just so you don't have to miss anything (Just what are you on? What Gut really means is that the winner of the Letter of the Month award will earn themselves a SEGA FORCE MEGA binder and T-Shirt, not to mention that spiffing £100. Where he got this multi-screen cinema from is beyond me —Mark)

Put your brain in gear, your mind in motion and pen to paper and send your would-be Letter of the Month to **GUTTER SNIPE, SEGA FORCE MEGA, LUDLOW, SHROPSHIRE. SY8 1JW.** Discarded video recorders prove decisive.

You've bin framed!

Proving that it's a dog's life working in this place, here we have a piccy of the office pet, otherwise known as Tips Boy, aka Marc Powell. Yes, I know it's a dog, but after three hours of solid guffawing at the sight of 'slim' in a wet suit, I thought that this was far kinder and representative of his mood on a Tuesday morning.

By the way, if you happen to catch this guy (the tipster, not the dog) standing around in Smiths, waiting to be recognised, please avoid him, or better still, inform a local bobby. His many yarns about the events at SFM and my personal life are totally fictional and should be taken with a handful of salt.

If you have a picture of a friend or relative that's even remotely funny (they don't come any worse than this!), send it to **GUTTER SNIPE, 'YOU'VE BIN FRAMED', SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire. SY8 1JW.**



Powelly last Chewsday!

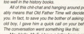
To be or not to be...

Dear Gut

I was sitting on the loo, contemplating life's many mysteries like: why did Issac Newton shout 'Gravity' instead of 'ARGHHHHH!'?

Then the big question popped into my head. Should I buy a Mega-CD this year or build up my Mega Drive collection now and wait until next year, as more games will be out and it may be cheaper? What do you reckon, Gut?

Eddy Lowry, Norfolk



Dear Eddy

*I reckon Newton did exclaim when that apple hit him on the head, but historians failed to record it. You also have to consider that 'I'll get the ****** who threw that!' wouldn't read too well in the history books.*

All of this chit-chat and hanging around probably means that Old Father Time will decide for you. In fact, to save you the bother of asking the old boy, I gave him a quick call on your behalf. The conversation went something like this:

Me: 'Hello, Mr F. I have a letter from a reader who asks, should he buy a Mega-CD now or

purchase more games for his Mega Drive, waiting for next year when the price of the CD will be lower? What do you think, Dad? Eh? Eh?'
Mr F: 'At the third stroke, the time will be…'
Hardly decisive, is it? I think there are enough good CD games around now to make it worth splashing out on. However, Sega work in mysterious ways — if you're unlucky in this sort of thing, chances are you'll wait, buy a machine at the same price in five month's time and then, the day later, they'll slash the price by a hundred quid. Oh, what a dilemma. **GS**

Madness Down-under

Dear Guttersnipe
Is it true you have to sink lower than the low to merit space in your worthy and most honourable mag?! If this is truly the case — and I strongly suspect that with a name like yours there isn't the slightest doubt — I humbly, no submissively, er, most respectively implore you to consider my ramblings for possible inclusion in the next issue.

I was floored by your 94 rating of *Gunstar Heroes* in the last issue — particularly when



you deem *Make My Video: INXS* a boil on the backside of Sega software. You gave it a lowly 37 belittling a band who are among the all-time greats in both my native country, Australia, and also over here.

A quick glance through the screenshots of *Gunstar Heroes* should tell anybody of reasonable intelligence that this is stuff fit only for demented, juvenile shoot-'em-up freaks — I use the word in its most literal sense!
Simon Matthews, Perth, Australia

Dear Simon
What? I'd use the words 'demented' and 'freak' with great care if I were you. Have you been out in the sun for too long? Did a boomerang give you a smack around the head? Have you caught too many episodes of Neighbours? I suggest a long lie down is in order for you, my lad.

Despite your rather verbose use of the English language (you Aussies do have a rather quaint way of screwing up the Queen's favourite lingo, don't you?), I'm even more shocked to see that you are attempting to protect Make My Video:INXS. No matter what the quality of the band, the game is absolute cack. And if Gunstar Heroes is for demented, juvenile shoot-'em-up freaks, well, count me in (we had —Mark). **GS**

Hong-Kong-I-Go-Go

Dear Gutter Snipe
I would like to congratulate you on the first four excellent issues. Reading your mags has been the most fun I could have with my clothes on!

Anyway, I have a question which I really hope you can help me with. In January of next year, I am moving to Hong Kong, China. I was wondering whether the games over there are cheaper? The current exchange rate is 16 dollars to the pound. So can you help?

Oh yeah, I was also wondering if you could tell me how you give the games their percentages? The other day I was going to buy *Snow Bros.* on your recommendation, but then I saw that *Mega Drive Advanced Gaming* said that the game was crap, which made me a little confused!
Adam Tomlinson, Plymouth, Devon



Dear Adam
A Plymouth boy, eh? I do hope that any Devonshire accent you may have doesn't sound too silly over there in Hong Kong. I don't know much about their prices, although I guess there won't be a great deal of difference and you'll probably need a different system to play your games on anyway. Watch out for dodgy games, though!

The mag/review debate will rage on and on. Invariably, though, we're right. If some second-rate magazine can't recognise a good game when it's staring them in the face, that's their problem. **GS**

The Mean Team

Dear Uttertripe,
You haven't had much to say about the new team members. Where did they come from?
Alison Willis, Chichester, Sussex

Dear Willie (well if you make fun of my name, I'll make fun of yours)

Mark Smith was sacked from his former job as spiritual advisor to the Yeti for dropping his trousers and moonshining at a papal polar bear. He then moved to England, where he got a job treading cider apples in Newton Abbot.

When he caught athlete's foot and poisoned a couple of Harris Tweed-encrusted locals, he evaded the police by changing his name from the original Eric Hunt and kept a low profile by editing SEGA FORCE MEGA for a living.

Stix Jones is a real sad case. His ridiculous monicker (which is a lot more believable than Mark Smith) has nothing to do with drumming. He was, in fact, the goalkeeper for his local footie team (between the sticks — no one else got it, either).

No 'keeper before or since has ever equalled him for unparalleled incompetence. After letting in 14 goals in a single game, he tried to throw himself under a bus, but it went through his legs! His team eventually got so sick of him they dressed him in a nappy and left him on the SEGA FORCE doorstep in a box marked 'please look after this brat'. The rest, as they say, is history…

Chris Marke is a complete mug. The thing in the background in the November issue's photo is a tailor's dummy — he's the mug!

His previous job was as a drinks receptacle in a London cafe, but he left because when ▶

WHAT'S IN

Pearl Jam.
Invisible Skipping Ropes.
Broken Toilet Seats.
5-a-side footy.

WHAT'S OUT

New Order.
Chelsea Buns.
Exercise.
Toiletries.

Let's Get Seedy!

Dear Gut
Hi! I'm gonna get straight to the point in question: Where's all the bloody Mega CD games gone? I say this because I saw a booklet which said that 68 titles should be available by Christmas. I've only counted about ten, tops.

Please could you tell me when *Microcosm*, *Lethal Enforcers*, *Mortal Kombat*, *3x3 Eyes* and *Alien* will be out, as in the little booklet it said 'Summer 93' or 'Late 93'. What's gone wrong?
Richard Harbe, Hornchurch, Essex

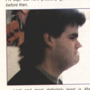
Dear Richard
Let's address the problems here (careful, Gut — you almost sound professional —Mark). First off, when looking at the number of CD games available, try not to count 'tops'. These are things that you wear — CDs are for your Mega-CD. Tops don't fit — I know, I've tried.



As for the booklet, it was probably printed some time ago and the information was based on that forthcoming from the software houses, who, in turn, supplied that on projections.

But, hey, I'm not here to make excuses on behalf of others. There are more than ten games out there (although less are available officially), but Sega do seem a little slow off the mark. Come on guys — get your CDs out! **GS**

the cockneys said 'me ol' china' he thought they meant him — he's only 22! His ambition is to paint his face silver and stand in for the FA cup, but he'll probably get shelved long before then.



Last and most definitely least is Marc Powell, the saddest case of all. Marc is wearing black in the current crop of team photos — perhaps he's mourning the death of his hairdresser. He came to SEGA FORCE MEGA on the recommendation of Sonic himself, who felt sorry for the only being on Earth uglier than Robotnik.

Since his arrival he's carved a niche for himself in the office, but perhaps that's due to his incurable flatulence.

Hope that clears it up. **GS**

It seems to me that it's obvious why I'm still here — they don't call me the Letter King for nothing (they don't call you that at all, actually — Mark). Some of the people that left us for pastures anew have lost their way in life, poor souls. Ian Osborne was told to take a running jump — unfortunately, he landed in the AMIGA FORCE office and he's been there ever since. He's a bit like a piece of chewing gum stuck to your shoe, only the gum's less irritating.

Stevie Shields and Adrian Pitt were all set to travel to Newton Abbot in my removal van but I convinced the driver to leave five minutes early while they were saying their tearful goodbyes and they still haven't found their way out of Ludlow. They've been drafted in to produce MEGA MACHINES, which is more suited to their juvenile rantings.

Mind you, I look around at what I'm left with and, really, Ade's nasty psychological illness which forced his finger towards his nostrils and Steve's tendency to throttle the nearest YTS lad with a joypad lead (it wasn't very funny when one of them turned blue) are nothing compared to the endless sulking and constant exclamations of the tips boy here.

The rest? The last I heard, they had, indeed, made their way to a far-off planet out in the wild blue yonder. I'm considering offering Marc P a one way ticket there... **GS**

Here Today...

Dear Guttersnipe,

I've been reading your magazine since Issue1 and in that time loads of people have come and gone, but only you've been in every issue. Do your bosses think the sun shines out of your backside, or have you made them sign a sack-proof contract under threat of a beating with your famous baseball bat?

And what happened to the people that left? Ian Osborne only lasted a single issue, and Stuart Wynne soon followed him into oblivion. Since then we've lost Claire Morley, Adrian Pitt, Steve Shields, Paul Mellerick... the list goes on! Where are they all? Is there a planet to which all ex-staff members are teleported?

B Barton, Birmingham

Dear B

Hey, nice follow-on. Anybody would think that I plan these pages.

How about a challenge?

Dear Gutter Snipe,

I'd like to start by saying that your magazine just keeps on getting better and better. If you ever need another staff member just let me know.

I feel that I could really carve a niche for myself on your tips pages. After all that's where the real action is I'm sure. It must be great fun grubbing about for cheats and compiling maps. Need a hand?

My other point is that it's about time you started some game competitions in the magazine. You know the sort of thing. Invite some readers in to slug it out head-to-head on some of the top titles, publishing the results and champion in the next issue.

A host of titles could be used, *Street Fighter II*, *Mortal Kombat* and every EA Sports simulation made immediately spring to mind. All of these games would be great for aggressive, but fun competition. Don't you think?

My personal favourite however would be a footie tournament, and the only cart that could be used is obviously *Sensible Soccer*. The idea would be simple to implement. Run a competition from which say 10 lucky winners would be invited down to darkest Devon to compete in the ultimate tournament. You could put up a SEGA FORCE MEGA trophy to award to the winner.

Well what do you think Gut. I've noticed that there are a large number of Footie fans currently on the magazines staff.

Christian Oliver, Portsmouth, Hampshire

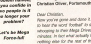
Dear Christian,

Now you've gone and done it. This lot only have to hear the word 'football' to stop work and rush whooping to their Mega Drives for a quick ninety minutes. In fact what actually happens is they do nothing else for the rest of the day. A competition? My God it makes my blood run even colder!

Actually, Mark's eyes started to gleam when I pushed your letter in front of the monitor as he played yet another game of FIFA International Soccer. I personally damn everyone at EA for creating this monstrosity. I can no longer sit down to a quiet game of Columns without some oik screaming, 'GOOOAAAAAL!' in my ear.

Anyway where was I? Oh yes, a competition. If you check out future issues of our beloved mag you may be pleasantly surprised. Personally I think you're much too competitive for your own good. Why not have a nice game of Chess or something. On second thoughts maybe not. You're the type who would hurl the board across the room if you lost your Queen aren't you!

Finally, you fancy being a tips boy eh. Well let me tell you, Marc went green when he saw your offer. 'Nobody else can do my bloody job', he muttered before storming off in a huff! You never know though, stranger things have happened, especially in Newton Abbot... **GS**

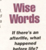


Wise Words

If there's an afterlife, what happened before life?

If a problem shared is a problem halved, if you confide in two people is it no longer your problem?

Let's be Mega Force-ful!



THINGS THAT MAKE YOU GO 'HMMMM...'

A bad spell...

Dear gutersnype,

Moi Mom sez she ates your magasine becos she sez you teach us bad englishe. Can you tel her moi englishe is az gude as urs any day, and I cin spel az wel az wot her can.

Dick Ayrs, Dundee, Scotland

Dear Dick

I've only got one excuse for printing your letter and that was I had an uncontrollable urge to say 'Dear Dick'. Call me crude, but I have to get some job satisfaction you know.

Anyway, just for you:

Dear Mom

Dick can write just as well as you can. And, if you would care to read some of the unsubbed work of SEGA FORCE MEGA, you would also realise that Dick lays claim to being from the same mould as staff writers. So there. Yours **GS**

Wishful thinking

Dear Guttersnipe,
I am thinking about starting my own Sega magazine called *Sega — A Sega Magazine*. Please can you tell me everything I need to know about magazines, about Segas, and about how to blag free cartridges from software companies.

Also, if I go to Newton Abbot can I borrow your machines, please?
M Powell, Paignton, Devon

Dear Marc
You can't write, you can't play games and your hair's awful. You'll go a long way. Hopefully, as far away from here as possible. **GS**

Rough & grumble

Dear Guttersnipe
Your reviewers are fuelling the anger felt by myself and many others over the presentation of violence in an overtly-glamorous fashion.

I refer, specifically, to your two-page review of *Royal Rumble* in your magazine's November issue. My son, without my knowledge, somehow got hold of SEFA FORCE MEGA (Sensible kid — GS) — probably from a friend at school — and has since put me and my family under considerable pressure to buy him both a Mega Drive and the game I've mentioned.

We feel this is the last straw as we already live in a society blighted by endless murders, rapes, drug and alcohol-related violence etc. Any further incitement — in whatever form — of bloodthirsty acts is a real disgrace. Surely, if you have any conscience and care for the welfare of our children, you should play a part in safeguarding their future by banning reviews of this nature from your magazine.

The *Royal Rumble* intro particularly caught my eye. Do you have no shame about printing: '*Royal Rumble's* one mean mother of a game that asks no more than complete barbarity from the players.'

Our children, you know, are heavily influenced by all forms of media. They could easily interpret that one, sensational line — prominently displayed at the top of the page in large type — as society's acceptance of gratuitous violence. In any case, there can be little doubt these ill-chosen words act as some form of spur to commit or be a third party to thuggery.
Richard Manhattan, Newport, Gwent

Lynch mob...

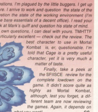
Dear Gut
I read through your Autumn issue and saw the excellent *Teenage Mutant Hero Turtles Tournament Fighters*. When is it coming out?

Also, who is the best character to use in *Mortal Kombat*? I can use Sub Zero but I can't finish the game. Please can you tell me who is the easiest to use and play.

The last question is which is the best, *Street-fighter II* or *Mortal Kombat*?
Sean Lynch, Gormanston, Co Meath

Dear Sean
Recently, my life has been nothing but questions. I'm plagued by the little buggers. I get up in the morning and question the night before. I arrive to work and question the state of the coffee. I slump back in my chair and question the state of the working environment (I'm sure that running water and heating are the bare essentials of a decent office). I read your questions and question my existence. I look at Mark's quiff and question his state of mind.

While I rarely have the answers to my own questions, I can deal with yours. TMHTTF *is out, out, out but I don't think that it's particularly excellent — check out the review. The best character to use in* Mortal Kombat *is, er, questionable. I'm told that Cage is a pretty useful character, yet it is very much a matter of taste.*



Finally, take a peek at the SFIISCE *review for the complete lowdown on the game. It didn't score quite as highly as* Mortal Kombat, *although, lest you forget, a different team are now reviewing the games. Again, it depends on what you want!* **GS**

THINGS THAT MAKE YOU GO 'HMMMM...'

War & Peace

Letter of the month

Dear Gut
I'm back (from my Spanish hols) and the hot Spanish food hasn't helped my verbal diarrhoea any.

Well, what would someone like me do on a sunny Spanish holiday with loads of beaches, tanned girls and late-night bars? Buy Spanish Sega mags of course.

One in particular caught my eye. MEGA FORCE — could it be a sister magazine of SEGA FORCE MEGA? I didn't think so, they gave *Balljacks* 84% and the wonderful *Micro Machines* 78%. Still, it was nice to see foreign magazines trying to imitate our favourite magazine.

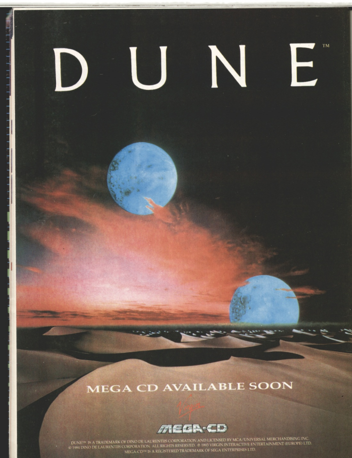
Master Mind (Uh-oh — I can feel a load of questions coming on — GS)
1 How long does it take to get a game which has been previewed to reach the shelves?
2 Why do Americans get games before us?
3 Why is the American Mega Drive named after Phil Collins' band?
4 Why are there no British fighters in *Street-fighter II*?
5 If a joypad is a small control device, what is a playboy's flat called?
6 Why does the Mega Drive Top Ten chart contain better music than *Top Of The Pops*?
Until I get some more ink for my printer, this is Clive Bilby signing off...
Clive Bilby, Basildon, Essex

Dear Clive
Oh Clive, what would I do without your reams of letters, questions and insights into the world of a manic gameplayer? Whenever I'm feeling a little down, I just read one of your letters to perk myself up.

I had a holiday once, well before the days of SEGA FORCE MEGA. I'm lucky to get a tea break these days. Southern France isn't all that it's cracked up to be, though. Too hot, if you ask me, and they all spoke foreign; couldn't understand a bleeding word they were saying. All kinds of weird food, too — not a chippy in sight.

I've never heard of MEGA FORCE — sounds pretty dodgy to me. The Spanish never were very good at rating things. Just look what happened to the Armada, whoever she was.

And bless my soul, you have some questions, too. A little more stimulating than most, I must say, so here's my undivided attention for the next six seconds, just because...
1 Anything from a few months to a year or so, depending on how soon we get prototype versions of the game.
2 Because they live over there.
3 Because the Americans are tone deaf and rather silly at times.
4 Because we couldn't fight our way out of a paper bag.
5 Smelly.
6 Because every other word isn't 'TECHNO TECHNO.' **GS**


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MEGA CD AVAILABLE SOON
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MEGA-CD
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They came through the post...

The horrors of tacky picture postcards are revealed in their full glory with this monstrosity from the sunny town of Scarborough.

The culprit is David Smith of Blackpool — do you realise that you are giving money to one of the saddest photographers of all time? How can anybody in their right mind (even their wrong mind) find the likes of three multi-coloured beech huts in the least interesting? There's probably people out there who dream of owning such a hut with garish coloured doors, housing deckchairs that collapse when the wind's blowing in the wrong direction. I, for one will be sticking with my one room, convenience bedsit. I can't for the life of me understand how somebody would want to have such a cramped little place...

If you have something resembling a tacky picture postcard then drop it to me at SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire, SY8 1JW. Try to make it amusing — I've got to come up with something vaguely funny about it, you know, and, as they say, pictures say a thousand words (and take up about as much space too).

Nice view from 'ere Petunia...

Dear Richard
I'm not one to tell fathers how to bring up their own kids — I have problems remembering to feed my goldfish. Last year two died from starvation and another from a rather nasty overdose of fish food. My garden was like a bleedin' graveyard by the time I moved. I pity the old couple that moved in — they'll probably dig up the little bodies of the fishies when planting their geraniums and daffodils in the Spring, or whenever it is you plant plants. I feel like a fugitive on the run — the deaths of those fish will be on my conscience forever.

I do think that you should put things into more perspective. The reviewer's comments were there but to illustrate the point that Royal Rumble is a fast, action packed, entertaining piece o software. It's just a video game after all — not exactly your equivalent of a horror movie, more a bunch of overgrown schoolgirls going at it with handbags.

There's no evidence, not even a case, that video games in any way incite violence. Therapeutic, maybe; bloody entertaining, yes. Furthermore, the game in question is based upon a sport (in the loosest sense) in which blood is never spilt.

If your son wants a Mega Drive, it's because he wants to be involved in a hobby along with the rest of his mates. Buying him a Mega Drive won't turn him into a homicidal, gun-toting, blood-thirsty maniac overnight. It's a healthy pastime; you possibly haven't really looked at the overall picture? **GS**

A bit on the side

Dear Guttersnipe,
I have been a reader of SEGA FORCE MEGA since the very first issue and I must admit to being a fan of the Guttersnipe letters section, so I thought what the hell, I'll write to you myself.

I notice that since your much reported move to the sleepy depths of Devon, your writing team has both expanded and become far more humourous in their approach to the business of reviews, previews and general news of the Sega scene. I personally like to see a bit of humour contained within publications of this type, and I find that magazines that are stuffy and very matter-of-fact about what they do, are also very boring and totally fail to establish any kind of rapport with their readership. This is where I feel that SEGA FORCE MEGA has the edge on other publications, and it would be nice to see others adopt this easy approach which makes readers feel like they're among friends when they flick through the pages of a magazine.

The humour adds to my enjoyment of the magazine and I like the fact that you are able to take the Michael out of yourselves and others.

It seems to me that the move and all the fresh air you're getting has done you good, and I hope that you keep up both the good work and the humourous content in your magazine!
Rachel Marke, Portsmouth

Dear Rachel
Chris says thanks — the tenner's in the post and he'll see you next weekend. **GS**

Hmmm...another brain taxing mailbag, don'cha think? Time to go, I'm afraid — I've a candle-lit dinner for one waiting at home. I can't afford an oven on the wages they pay here, so I have to plan my meals weeks in advance and cook them with a candle. A good steak meal can take months. What a life. Unfortunately, I gave away the answer to last month's question in a rather weak moment. Yes, the answer to who owns Roly in EastEnders is, indeed, Who Cares. Silly me.

This month, you can muse over the question: Who missed the vital penalty for England against Germany in the 1990 World Cup. I promise that the answer isn't who cares, although it may be Chris Waddle.

Return next month for more of the same — and don't forget that £100 prize, now, will you?

Handy Hints

'You're our last hope! There is strong evidence that a new member of staff is barking mad. He sits for long periods of time, rocking gently in his chair, moaning and weeping to himself. This obviously is a cause for concern, but even more disturbing is his tendency to leap from his chair and run screaming from the room, flailing his arms at all around him. We feel he may be socio-pathologically dangerous. Are our fears unfounded?'
'Unusual habits are all very well, but how do you tell someone that there very presence is distasteful. An acquaintance of mine persists in looming over me at every opportunity. I find this an invasion of my body space, which is compounded by his severe halitosis. Do you think I'm being unreasonable?'
We all know what it feels like to be placed in an uncomfortable position to which there is no socially acceptable response. Now, the pages of SEGA FORCE MEGA provide the answers to your prayers. Our team of completely ill-equipped advisers are waiting to solve your most awkward dilemmas.
However, we always welcome input from our loyal readers. If you can help these poor unfortunates in any way, then drop me a line at **GUTTERSNIPE, HANDY HINTS, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Here's this issues crop of insane, Emu's excretion...

Last Laugh

Who says crime doesn't pay! Hah! Since 1981 I've nicked a grand total of 3293 sweets from the floor around the Pick-'N-Mix Woolworths. I even ate them in front of shop staff. Can I have a prize for always having the last laugh?
Bertha Bingsley, Liverpool

Snogging secrets

Trouble getting the girls. The answers simple. Tune into the Police band on your radio until you hear of a fatal road accident. Quickly rush to the scene, claim to know the kiss of life and grab the nearest girlie victim. Gets a snog every time, I've even used tongues!
Freddy Tungsten, Bedlam Asylum, Essex

Neighbourhood niggles

Teach your nosy next door neighbours a lesson the next time their net curtains start twitching. Spread a frothy substance around your mouth. Get another family member to shout, 'Oh my God, he's got rabies!' Let the japes begin by running screaming at their window.
Ron Pancreas, Romsey

Another cunning con

Avoid the embarrassment of being spotted tripping down the stairs by jumping up, climbing the stairs and falling down again. People will now think you're a stuntman and may even ask for an autograph.
Stan Stedling, Totleigh Barton.

Soccer Show

Hold onto your hats footie fans! *Sensible Soccer's* got some challengers for the crown of top football simulation. They're not all complete at the moment, but we've seen enough to be impressed by them. *FIFA International Soccer* will be out very soon and it's going to give *Sensible Soccer* a real run for it's money. So lets have a look at EA and the rest of the forthcoming releases.

FIFA International Soccer

Electronic Arts

After playing the copy we've had in the office for obscene lengths of time, the general consensus on this one amongst the SEGA FORCE MEGA footie addicts is WOW! EA look to have taken the soccer sim to a new level of excellence, if first impressions of this are anything to go by.

You can choose to play in an exhibition match, a tournament, a play off competition between teams of your choice, or in a league, with up to eight human players. Once the type of competition is selected, you decide on a host of other options. These include length of match, whether you want fouls or not, offsides, weather conditions and type of pitch. All of these options really do effect the way the game is played. In many football simulations they are cosmetic, with little real point to them. This wouldn't seem to be the case with *FIFA International Soccer.*

Over the moon!

Once again Ron Barr, that old stalwart of EA sports sims, introduces the action. He informs you of where the game is being played, team news and the crowd attendance. Ron refrains from the usual soccer cliches, but it adds to the atmosphere to have a commentator preceding the game. Before the kick off, there is a toss up to decide on ends and who kicks off. Again a nice touch.

Expect the match play to be breathtaking. We were astounded by the animation during the game. *FIFA International Soccer* has the playability of *Sensible Soccer*, with the added bonus of being superbly designed.

The players movements have been smoothly created. The passing moves are brilliantly executed. There's some great animation for moves like bicycle kicks, headers and sliding tackles, but the real stunner is the goalkeeper — his acrobatics between the sticks will have you gasping for breath! Basically, it's impossible not to rave about the outstanding quality on show in the fully playable demo we saw. *Sensible Soccer's* reign as King of the Mega Drive footie may be short lived! We'll have a review of EA's young pretender next issue, if we can tear any of the reviewers away from their consoles long enough to actually type something!

'It's a GOAL!'. The SFM cup is won by that man Smith for the umpteenth time!

Chris retaliates in the only way he knows how. Hooligan!

(Above) He shoots...and misses! (Right) Stix boots it downfield yet again.

Ooh, timely tackle!



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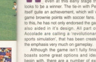


Pelé

Accolade

We've also been fortunate enough to get an early look at *Pelé*, the big release form Accolade. So far the game's only 70% complete, but even at this early stage the cart looks to be a winner. The tie-in with Pele is in itself quite an achievement, which will win the game brownie points with soccer fans. Added to this, he has not only endorsed the game but also aided in it's design. All part of what Accolade are calling a 'revolutionary new sports simulation', that has been created with the emphasis very much on gameplay.

Although the game isn't fully finished it boasts some great options and ideas. To begin with, there are a number of excellent digitised images of Pelé in the build up to the match, showing him performing some of the super skills that made him the footie legend he is today. There are also well-created images of your squad before the match (see the screenshots to see what we mean), which is a nice extra touch.

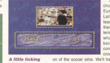


The options during the game are numerous and well presented. When the game hits the shops, you'll be able to choose from a league programme of 30 games, an exhibition friendly, or a match against Pelé's 1962 Brazilian World Cup Winning team.

The game will contain all the usual simulation abilities, including sliding tackles, diving headers, fouls and penalties. The perspective looks to be more akin to *FIFA International Soccer* than *Sensible Soccer*, which makes it very simple to follow the trajectory of the ball. *Pelé* also contains some excellent crowd noises, with samples of chants being taken from real crowds.

Add to this a choice of 40 European and Latin American teams, each with their own characteristics, to create what looks like being a leading contender for the crown of champion of the soccer sims. We'll have more information on the game next issue, and expect a full review very soon.

Preparing for kick-off.



A little ticking off for the boy Marke.

A great ball floated across the box...

World League Soccer

Codemasters

The next cart up is for anyone who's been praying for a genuine soccer strategy game for the Mega Drive. Although we haven't seen a copy of it yet your prayers may have been answered. Codemaster's announced recently that their action and strategy game *World League Soccer* will be hitting the high street in the New Year.

The idea will be to control the running of real life soccer teams from around the globe. Their fortunes and failures will be on your shoulders in what Codemasters claim will be the ultimate soccer league. In the strategy section you'll choose players after analysing their statistics, control the tactics of the team and learn the best way to use the special moves to ensure victory for your team.

The game has been a year in development and is the first title under the new Master Sports label — a fictional TV show complete with presenters and commentators. It's a multi-player game that Codemasters believe will set new standards in playability and action. We'll reserve judgement on that until a later date, but the omens look good for a first rate footie game.

On the horizon

With such a wealth of soccer simulations coming onto the market expect to see many other companies jumping on the bandwagon. The first one to come to our attention is a tie-in, reputedly with a a top British International player, from Acclaim. Suffice to say that it's one of the biggest names in Soccer at the moment! Until then remember it's a game of two halfs, and it's not over until the referee blows his whistle!

Jungle Book



Mega Drive ● Virgin ● Out: TBA ● 16 meg

The Jungle Book's one of Walt Disney's greatest classics. It's subtle blend of drama, tragedy and laughter is loved by millions — which is probably why Virgin are banking on this being a blockbuster.

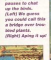


Hmm... a banana skin. We must be in King Louie's temple.



Mowgli checks out the great view expected in the Jungle Book.

(Above) Mowgli pauses to chat up the birds. (Left) We guess you could call this a bridge over troubled plants. (Right) Aping it up!





The last guy to come this way didn't fare too well.

We all remember the trials and tributations of Mowgli, the man-cub, in the animated feature film, *The Jungle Book*. Raised by Wolves, his was a heart-warming struggle to gain acceptance in both the animal and human worlds.

Bears, tigers, snakes and crows were all among the animals that either helped or hindered him on his voyage of self-discovery. From the early copy we've seen, Virgin seem to have striven to accommodate all this into their game.

Mowgli wants to return to the Man Village on the outskirts of the jungle. His journey takes him through 12 lively levels where he encounters all the characters from Walt's imaginative movie.

Bear necessities

To protect himself from the dangers of the jungle, Mowgli hurls bananas. In later levels he can collect extra weapons such as boomerang-bananas and a blowpipe which uses nuts for ammunition.

The game begins deep within the jungle which Mowgli has to travel through by day and night. He also negotiates the perilous climb to the top of the Great Tree before hitching a ride on the back of a parade of elephants on the Dawn Patrol.

The other levels include battling alligators, falling rocks, giant fish and piranha, while floating down the river on Baloo the Bear's stomach. This progresses to fighting through crazy, King Louie the Orangutan's domain before finally overcoming the evil tiger, Shere Khan.

The Jungle Book looks as good as Virgin promised. The scenery and cartoon-like animation are very much in keeping with the style of the original film, and there are spot-effects and soundtracks to match!

One of the *Jungle Book's* most innovative features is a Dual Contour Map, allowing characters to interact with platforms in the foreground and background, effectively doubling the size of the playfield.

'I want to be a man, man-cub and walk right into town. And be just like the other men, I'm fed up with monkeying around...' Sorry about that, but the SEGA FORCE MEGA Melody Quartet got a bit carried away there! The game, and the proper rendition of King Louie's song, are due out early next year. Watch this space for more details.





Asterix and the Great Rescue

Mega Drive ● Sega ● Out: TBA ● 16 meg

You'll soon be able to enter the comic-book-world of Goscigny and Uderzo when all the characters from the famous Asterix cartoons smash their way onto the Mega Drive. You'll be amazed at how life really was under the Romans!

In this action adventure, you have the option to take the part of either Asterix or Obelix as they journey to Rome in search of two lost companions from their village. Those missing are Getafix (great joke name, eh!), the local drug dealer who supplies the super-strength potions that Asterix and his gang use, and Dogmatix, Obelix's beloved pet pooch.

Obviously, with Getafix the Druid held prisoner, there's only a small supply of the magic potion left. The only thing that keeps the Romans at bay is their fear of the villagers' enormous strength. So, it's up to you to bring Getafix back to ensure the village stays independent.

The Romans get their comeuppance!

Grab a Gaul

Both Asterix and Obelix have unique powers and special skills recreated from the comic book. Asterix can punch Romans sky high, while Obelix can brain them with anything he gets his hands on. Sega also intend to include some levels in which you'll be able to choose both characters.

To save the village from the Romans entails battling through six levels set throughout the mighty Roman Empire. You'll begin in the Gaulish Village, before scrapping through levels that include the wild forests, Germany and finally Rome itself.



Within these levels are a number of stages, featuring loads of crazy antics for our goofy Gauls to get involved in. These take in a beer-drinking contest, a German sausage fight and, craziest of all, using fat Romans as human trampolines!

To help you in the quest there'll be the usual goodies to collect and use at the appropriate moments. There'll be a Chalice to find to restore your health to maximum, a Sickle to get invulnerability and a Bomb. This gives you what Sega describe as 'Mega Attitude Mode', allowing you to run faster, punch quicker and generally become superhuman (sounds like Asterix may have popped something supplied by Getafix!).

Expect to hear a whole lot more about the madcap adventures of Asterix the Gaul very soon. Until then check out the comic books for some hilarious background information!

Home is where the heart is. However, Asterix and Obelix have no choice but to venture into the land of their arch enemies, the Romans. That's if Asterix wants to 'Getafix' of the Druid's infamous strength-potion and rescue Obelix's dog.



Dune 2: The Battle For Arrakis

Variety's the spice of life or so they say — in *Dune 2*, it's all much more important than that. Life's the variety of spice, er, well, something like that. Anyway, you'll see what we mean in the latest strategy offering from the Virgin stable.

Mega Drive ● Virgin ● Out: TBA ● 16 meg



On the planet of Arrakis there are three ruling families — the Atreides, the Ordos and the Harkonnen. Each is determined to control the world's supply of spice and, consequently, the world itself.

Your first decision's to pledge allegiance to one of these families. Each has their own characteristics; the Atreides have a long tradition of fair play and are seen as just rulers. The House of Ordos has a history of cruelty and manipulation, so if you fancy a spot of wrong-doing, they're your men. Finally, the Harkonnen family are a savage race who are ruthless in their pursuit of power. They even make the Ordos family look like decent blokes!

Once you've decided on a House, you're expected to refine spice, protect your outposts and destroy the enemies. Tactics depend on your choice of House. The Atredies tend to concentrate on spice production, while the other Houses make greater use of their armies and terror-tactics. Whoever you choose, however, the final goal's the same — destroy the influence of the other Houses and monopolise spice production.



There will be plenty to construct!

It's a wonderful spice

To help you, an adviser's assigned to watch over your progress. He'll provide tips on the best way to overcome a level. For example, on the third level, Cyril, your Mentat from Atredies, will tell you it's vital to build vehicle production factories and destroy the enemy refinery.

The game has a huge array of controls, but all are accessed quickly and easily. Simply click on the option you wish to use to bring up a sub-menu from which you select what to build. To begin with, it's vital to get a refinery up and running. To do this, first lay concrete slabs, then build a generator which powers the refinery.

Once the refinery's up and running, your spice-collectors venture out in search of rich veins of the precious deposit. Only problem's the other Houses are doing exactly the same. This inevitably leads to a few altercations, not to mention the odd all-out war on later levels. To be able to stand up to your enemies, it's vital to build strong defenses and powerful attack-vehicles, that can venture out and destroy the enemies mining concerns.

To do any of this takes plenty of credits, making it vital to build up a strong spice-refining operation. The credits are be used to build barracks and vehicle-production plants. Remember, though, the more you build, the more power needs to be generated. Failure to do so can result in a power failure shutting down the whole operation, until a new generator is running.

The concept's based on the novels by Frank Herbert. It's a cut-throat business and only the toughest will survive, but remember there's spice in them there hills!



(Above) Your spice collectors gather spice from areas rich in the valuable product.



(Right) Nice one Cyril! Not a cool name for the Atreide Advisor.



When the spice refinery's running the operation grows.



Ammon is the shifty adviser from the House of Ordos.

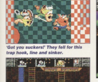


This ugly creature is Radnor of Harkonnen House.

The Lost Vikings

Mega Drive ● Virgin ● Out: TBA ● 16 meg

Rape, pillage and plunder was what the Vikings had on their minds. They certainly never expected to end up lost in space. Let's face it, the poor devils didn't even know there were other countries, let alone galaxies! That's the premise for this eagerly awaited release from Virgin, and they're sticking to it, however unlikely it may sound.



'Got you suckers!' They fell for this trap hook, line and sinker.



'I wanna go home!' The Vikings get pangs of homesickness.

What we have here is one outrageous storyline that, thankfully, looks like complementing another great game for the Mega Drive from Virgin. Adapted from the smash Super NES cart, this little tale's all about three Viking friends trying to escape from an alien zoological spaceship. The fun's based around the novel idea that an infamous intergalactic zookeeper, Tomator, arrives on Earth looking for prime specimens to take back home. His search takes him to the fjords of the Baltic Sea and eventually to a small Viking village. It's here that he spies three friends returning from a successful day's hunting. Olaf the Stout, Baleog the Fierce and Erik the Swift had no sooner looked up than they were teleported onto Tomator's ship and whisked off into space.

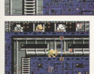
The only hope they have is to find and use the strange Vortices that can carry them through time and space. Each Viking has to use his particular skills to help his mates get back to their village. Eric the Swift is the self-styled leader of the gang, also the fastest and most agile. For sword skills, Baleog the Fierce is unrivalled, but he has an ego just as large. Finally, Olaf the Stout's the toughest and roughest of the three, but apparently he's seized by unprovoked laughing fits at the most inopportune times.

Confused? Well so were we, but from what we've seen, this looks like being a winner. The idea will be to guide the Vikings through the many levels of Tomator's craft, getting them all through the exit alive to progress into the game.

Each Viking will start with three health points. These will either be lost individually or collectively depending on the enemy or obstacle the boys come up against. The levels we got to look at were jam-packed with puzzles and problems, so expect this to be a real teaser, especially as all the Vikings will have to be kept alive to succeed.

There are loads of items to collect, as you would expect from a cart of this nature. Among the things that can found are food, which'll restores health points, weapons and special alien devices, such as Gravity Boots.

This is a game that looks like it'll call for co-operation rather than competition. For the full low-down on the bearded bunglers, expect a right rollicking review next issue!



You feel sorry for the Lost Vikings. Bemused, bewildered and bewhiskered, they've no idea where the hell they are! (Right) What a way to go!




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We know reviews are the most important element of SEGA FORCE MEGA. That's why you buy the magazine — and that's why we spend ages ensuring we get the most out of each game.

Our reviewing team spend a minimum of two hours playing every cart, getting to know the game inside out. We ensure each gets the best possible coverage and, more importantly, see that *you* glean all that there is to know.

Our reviews contain a totally unbiased introduction — an in-depth look at the scenario, the full lowdown on the levels and details of key elements such as moves, power-ups and special stages. Then our reviewers write a critical comment — *their* thoughts on visuals, sound, how well the game plays. Is it addictive? Does the game offer value for money?

What makes these comments unique is that our reviewers also include a personal over-all percentage. These are reflected in the final rating. If a game is worthy of four or more pages, we'll include three, maybe four reviewer comments. These, coupled with our no-nonsense ratings box (forget graphs, dials and pretty patterns), give a true reflection of how the SEGA FORCE MEGA team feel about each game.

Who, What, When, Where, How much?

WHAT: the game name → Immortal Kombat

ON WHAT: which system → Comp Facts

£50.40

THE OBVIOUS: blood, sweat and tears go into these

97	Graphics
84	Sound
01	Playability
99	Lastability

84

A valiant effort, although it still has a couple of bits missing.

Out: To lunch

☎ 0626 68611

WHEN: the release date

WHERE: who to get it from

HOW MUCH: the price

WHO: the distributor

Westcountry Bumpkins

More fun and frolics from our photograph albums. Mark lays claim to having met Gazza, which is the wax dummy? Stix takes on pop star mode, seconds before running away when the real drummer appeared. Chris doesn't look much different — he still looks under the influence. Now for the apology — Marc P. He thought it would be cool to put this picture in. We thought we'd be cruel!

Mark Smith

Stix Jones

Chris Marke

Marc Powell

Games index





As one EA sports-simulation fades from memory, so another inevitably rears its high profile head. This time it's *John Madden's* latest incarnation blazing a trail on our Mega Drives.

We've had *NHL Hockey '94*, so it was only a matter of time before we got Madden's yearly release. Well, here it is, complete with all the style and glitz you expect from American Football in general, and EA sims in particular.

Some might say we've had enough of the burly head coach and his football-carts. They may point to the fact that each year only the minutes cosmetic changes are made to the look of the game, without ever affecting the gameplay. To an extent this is true, but the games still sell like hot cakes which seems to confirm there are a lot of fans out there.

Hey, hey, hey...

The control system's the same as always. Click on play icons in boxes at the top and bottom of the screen to select your players' moves and your strategy.

It's the same for offence and defence. In attack you can elect to pass, rush or kick depending on the state of play and skills of your team. Defending's a matter of selecting what type of play you expect your opponent to use and reacting accordingly by choosing from pass defence, rush defence or anticipating a

Madden'94

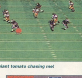
CHRIS 82% The initial reaction to getting this game was — here we go again, yet another EA update coming out in time for the Xmas buying-mania. Too cynical for my own good, I guess.

Although I still believe it's a bit much to expect people to keep forking out for a few tweaks to the original, I find myself addicted to *Madden* yet again! Every time a new version comes out, I get gripped by the old football frenzy. This is a satisfying and extremely addictive game which would be great value for anyone new to the world of Sega.

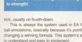
The graphics and sound are of a high quality with some great new animation and samples from dear old John Madden. I'd love to say EA have taken this series one too far, but as long as Mega Drives are being sold and people are crying out for sports-sims, EA will go from strength to strength!







Help! There's a giant tomato chasing me!



kick, usually on fourth-down.

This is always the system used in EA football-simulations, basically because it's pointless changing a winning formula. This system's easy to understand and easy to implement.

You can choose to compete in the new play-offs, all-time play-offs and exhibition matches as always. However, now there are also Franchise play-offs. These allow you to pit what are considered to be the best players ever in each team against each other.

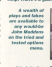
Heck of a play!

The cart boasts a number of new features. There is new speech before, during and after the match. The commentary now includes gems such as 'Gotta watch the snap!' One bonus in this version is the option to turn the Maddenisms off when you get tired of them.

There's also, of course, plenty of new animation — particularly evident in the tackle, where there are shuddering wipe-outs to enjoy. The celebrations after a touch-down have been upgraded as well.

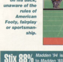
Other features that quickly become noticeable include the extra movement in the lineout and the clearer and sharper definition of the players' movements.

As you'll have noticed by now, the changes are all cosmetic, but that does little to dampen enthusiasm for this cart. The *Madden* series has always been addictive, which is why EA keep churning them out and we keep buying them! ■





A wealth of plays and fakes are available to any would-be John Maddens on the tried and tested options menu.



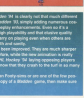
Stix falls flat on his back, unaware of the rules of American Footy, fairplay or sportsmanship.

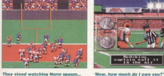
The green fields of the EA footy stadium stretches for at least, oh, 100 yards.

Stix 88% *Madden '94* is clearly not that much different to *Madden '93*, simply adding numerous cosmetic rather than gameplay enhancements. Even so it's a smashing cart, with high playability and that elusive quality making you want to carry on playing even when others are questioning your health and sanity.

The graphics have been improved. They are much sharper and smoother than before, while the new animation is really well designed. Like *NHL Hockey '94* laying opposing players out is even more fun, now that they crash to the turf in so many different ways!

If you love American Footy-sims or are one of the few people not to possess a copy of a *Madden* game, then make sure you get hold of this.





They stood watching Norm spasm...



'Now, how much do I owe you?'

John Madden '94

EA

£44.99

84	Graphics
88	Sound
89	Playability
85	Lastability

85

The American Football-sim that can't be beaten. Still the ruler of the roost!

Out: Now

☎ 0753 549442



Sensibl

SEGA FORCE MEGA Recommended

Nothing stirs the passion of a true Englishman more than arguing over a game of football. Sony's given us the chance to do just that with the release of perhaps the greatest of all soccer-sims. Roll up *Sensible Soccer!*

Sensible Soccer's been around in one guise or another for some time. It usually receives rave reviews and has a reputation as one of the top football-simulations. This praise is achieved with a simplicity of design and gameplay that's rare for a game as successful as this.

Like all soccer-sims, you begin by selecting your difficulty level, the type of competition which you wish to compete and the team you'll control. The line-ups available are the club teams competing in Europe this season and a selection of international squads.

Once you've set the options, select the weather conditions, length of the game and, just before kick-off, your team members and formation. These tactics can be changed at any time by calling up your team bench, with a manager who looks suspiciously like Graham Souness!

On the ball

Once into the game, weather conditions have a direct effect on the nature of the match. A muddy pitch bogs the game down, making it difficult to pass the ball to feet, while an icy surface sees the ball sliding away from players, making running and tackling that much harder.

There are a selection of passes to choose from — you can punt the ball long, play a short pass or a delicate chip. To begin with, it's difficult to get a free-flowing move going, but a little practice makes for fast and furious gameplay. The players quickly respond to your instructions; changing direction smoothly, shooting promptly and tackling viciously.

However, anything late or dangerous is swiftly punished by the referee, with yellow and red cards produced for even the most innocuous offences.

There are a medley of trophies to go for, and any number of players can participate in the leagues, the computer controlling the rest of the teams. At club level these include a European Super League, the EUFA Cup ▶

(Above) Select every aspect of the game from this comprehensive menu.
(Left) Sad Things Vs Dull Things... Hmm! Not exactly Premier League stuff in the special Custom Teams option.



Soccer

CHRIS 90% Wouldn't you know it — they expect me to work my fingers to the bone for this mag and what do they do? Ask me to review a game that's utterly addictive, that's what!

Sensible Soccer drove me crazy. It hasn't lost any of its awesome playability in the conversion to the Sega. There's nothing more satisfying than giving someone a bloody good hiding in the two- player mode; in fact Stix's still smarting from the walloping I gave him in the Sensible Cup Final, I can tell you!

It's difficult to define what makes this so playable. The graphics are nothing to yell about, neither is the sound, while the players' names are just laughable — Rion Goggs of Manchester! I mean, what kind of name's that?

No, what really makes this game is its sheer playability. The speed of play and abilities of the players are where it's at. There's little more satisfying in the world of computer-gaming as scoring a diving header in the dying seconds of the match to win the cup. Ah, pure bliss!

(Above) It may not look special but the action's fast-moving and furious.

(Left) The famous Sensible Soccer Red Arrows impression.

It's a game of two halfs, that takes a full 90 minutes, and at the end of the day, football's the winner!

Pick a pitch — any pitch!

ICE

Succeeding on this surface is difficult. The ball tends to run away when played along the ground, while the players find it tough to turn sharply.

MUDDY

When you play in this quagmire the ball acts like a pudding! Passes played to feet will stick in the mud, dribbling is not advisable and the rhythm of the game is disrupted.

WET

Always the best surface for reckless tackles and sliding about on your backside. Pass accurately otherwise it'll quickly run away from players on the slippery surface.

SOFT

Plenty of give in the surface, so a long stud is always required! An ideal passing surface for teams that play like Glen Hoddle's Chelsea — skillfully to feet.

DRY

A hard pitch which will jars the bones in the tackle. Watch out for the high bounce. Use it wisely to deceive the keeper and stick one in the onion bag!

HARD

Similar to a dry pitch, ideal for dribbling with the ball at speed. This is also a pitch for crisp, first- time passes. Give and go, play the triangles but watch out for those grazed knees!



▶ and the prestigious Sensible Cup; while the World Cup, a league format and knockout cup are open to international teams. In cup competitions, play over one or two legs and select extra-time or penalties in the event of a draw after 90 minutes.

Sensible Soccer's the total football experience available at the moment. It's had even neutrals in the SEGA FORCE MEGA capacity crowd sweating on the edge of their seats (at least that's what Marc claims is the cause of the damp patch on his chair!). We suspect you'll be over the moon about this one, but at the end of the day the ratings are all that count! ■

The English and German teams rush onto the pitch for the crunch World Cup qualifier...

The ball's with England's goalie...



Yet more soccer action!

He punts it long...

Here's an exciting throw-in!

The skirmish breaks England's way...

Phew, what a scorcher! If only Graham Taylor's England could emulate this.

STIX 92% *Sensible Soccer's* been acclaimed as the number one football-simulation on other machines. With the advent of the Sega version, it looks like we can expect the same with our beloved console. If you've ever played another version there's little new here, but then again why bother changing something as brilliant as this?

Sensible Soccer's so addictive, I couldn't stop myself from playing it again and again. It came to the point when the rest of the SEGA FORCE MEGA gang had to physically separate me from the machine to get a go.

As you may have guessed, I'm a big fan of football-sims anyway, which probably goes for most of us here. However, I wouldn't say that's clouded my judgement too much. This is one heck of an addictive game; I urge anyone with even the remotest interest in footy to rush out and buy it.

It's a great individual effort by Gescoigne!

Use the replay to relive those magic moments.

Sensible Soccer

Sony
£TBA

70	Graphics
71	Sound
94	Playability
93	Lastability

91

A game from the Premier League. Totally addictive!

Out: Now

☎ 071 734 5151


A STATE OF EMERGENCY
Puggsy may not be pretty, but when it comes to genius he's way above the rest. Unfortunately he's stranded on an alien planet and his spaceship's been stolen.
Using a unique system of Total Object Interaction (TOI), you have to guide Puggsy through some of the best puzzles and most frantic arcade action ever seen in his quest to find his spaceship. Incorporating revolutionary graphic techniques, fantastic gameplay and a complete Junior section for the younger player, Puggsy will steal your heart and tax your brain.
P.S. Leonardo da Vinci is still trying to get his latest project off the ground, so he will be unable to take part.
If Puggsy's just too smart for you, call the helpline.
92% Sega Magazine
90% Mega Drive Adv. Gaming
90% Mega Tech
91% Sega Mean Machines
YOU DON'T HAVE TO BE A GENIUS BUT IT HELPS.
AVAILABLE ON AMIGA, MEGA DRIVE AND MEGA CD.
PUGGSY
WIN a Mega Drive and a copy of Puggsy. Plus 5 runner's up prizes of games. Just answer this question: What's the name of Leonardo da Vinci's famous portrait?
a) The Crying Boy b) Mona Lisa
c) Mary Whitehouse
Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Puggsy is the smartest swinger in town, Psygnosis Competitions, Dept. 1770, Winterhill, Milton Keynes MK6 1HQ, UK.
HELPLINE 0891 101 275
All calls cost 36p per min. cheap rate, 48p at all other times. Please ask the bill payers permission before using the phone. For a full set of rules send SAE to Psygnosis, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Entries must be received before 31st December 1993.
FROM THE UNITED STATES OF PSYGNOSIS



Teenage Mutant [Ninja Turtles] Tourn[ament Fighters]

Cowabunga fight fans — the latest Turtles' game has come off the production line. Konami present the Turtles as you've never seen them before... fighting each other!

The Teenage Mutant Ninja Turtles are a gang of pizza-loving, jive-talking renaissance superstars who love nothing better than a good punch-up. They certainly get their wish in the latest beat-'em-up from Konami — along with their buddies, April, Casey Jones, Ray Fillet and Sisyphus (wasn't that the embarrassing complaint you had last year Ed?)

Their master, Splinter, has been kidnapped by cyborg Turtle-clones sent by the evil Shredder. The Turtles, along with their chums, pledge to journey into Dimension X to rescue their ancient Sensai.

This is the rather sad and tenuous plot-line dreamt up by Konami. It's just an attempt to give a little meaning to the beat-'em-up violence on display! If they were honest they just admit there's no need for any kind of plot.

Tussling Turtles

The idea is to give everyone you come up against a sound thrashing. There is a one or two-player mode, and a special tournament level in which you not only fight the clones, but also the real characters. It's here that grudges can be settled and the supreme fighter can step forward (not that any of us here at SEGA FORCE MEGA condone using violence to prove one's worth — and we'll smack anyone who says otherwise).

You play as any of the four Turtles or one of their friends. Each character has different special moves and weapons. They also have two energy gauges for power and strength.

The Turtles themselves appear to be the toughest opponents, as they all use their specialist, mad Ninja weaponry. Donatello has his Bo stick, Leonardo the cruel Katana swords, the vicious Sai daggers belong to Raphael and Michaelangelo would be lost without his Nunchuka. These dudes don't

Alter your character's speed and power to give the others a good kicking.

Leonardo fights against himself. Spooky, eh?

Splinter's been kidnapped by the [illegible]orgs. Bummer dudes!

CHRIS 66%

I've never been impressed by Turtlemania. Konami haven't changed my mind with this cart, but a good few months too late anyway to be carried commercially by all the old hype.

The game's presented fairly well with some nifty animation and decent character graphics. However, gameplay's the only true barometer of a game's worth. If it falls down on this count then it's never worth the asking price. *TMNT Tournament Fighters* is second rate on these scores. It offers poor playability with no consistency between rounds of the characters' strength. I'd probably consign this cart to the back of a drawer after only a few hours play. If the Turtles still give you goose-bumps, either seek medical help or buy this game. Personally I know which one I'd recommend!

tNinja Turtles nment Fighters



...power...

...een by nged d few rried ... well ... ever, eter n on the ... e with of bably a ay. If ... or w

mess about when the red haze descends and the fighting begins.

The winner of any bout has to take the best of three fights. Once you've beaten one character, move onto the next of the eight planets in Dimension X and start kicking butt all over again! Ninja violence, Turtles and plate-loads of pizza. It's what life's all about. Er, isn't it?! ■

Leonardo gets a ladylike bashing!

Ray, you're one evil mother. Looks a bit like the Ed actually.

Leonardo puts April firmly in her place.

STIX 70% There's nothing I like better than giving the rest of the gang a lesson in humility by scrapping it out on a good beat-'em-up. Especially as certain other reviewers are always moaning about how much they hate this genre, which makes it most satisfying to slap them down.

While the gameplay's pretty straightforward, it's marred by a very poor one-player-option. The game's great in two-player mode, but play alone and it gets frustrating. Mainly because there seems to be no continuity between rounds. In one you'll thrash the opponent easily, but in the next he'll suddenly discover super- strength, beating you with a couple of punches.

All in all, this is a fair stab at an alternative theme for a beat-'em-up, with good backdrops and graphics. However, it's let down by a lot of inconsistencies in the gameplay. Consequently, playability and lastability suffer.

(Below) Donatello flies through the air with the greatest of ease.

Michaelangelo wishes he was at home tucking into a bloomin' hot chilli pizza!

Turtle friends

Sisyphus | Casey Jones | Ray Fillet | April

TMNT Tournament Fighters

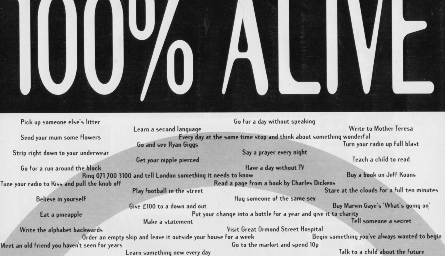
Konami
£49.99

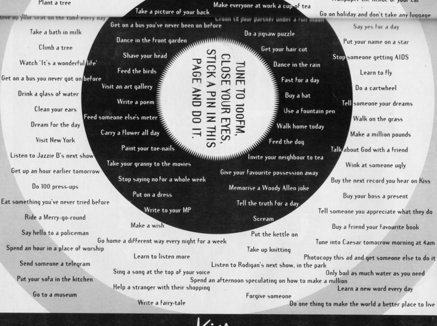
74	Graphics
54	Sound
60	Playability
54	Lastability

68

The Turtles have cooked up a bit of a turkey. For diehard fans only.

Out: Now ☎ 081 429 2446


100% ALIVE
Pick up someone else's litter
Send your mum some flowers
Strip right down to your underwear
Go for a run around the block
Tune your radio to Kiss and pull the knob off
Believe in yourself
Eat a pineapple
Write the alphabet backwards
Meet an old friend you haven't seen for years
Make a record
Dance the dance electric
Plant a tree
Learn a second language
Go and see Ryan Giggs
Get your nipple pierced
Ring 071 700 3100 and tell London something it needs to know
Play football in the street
Give £100 to a down and out
Make a statement
Order an empty skip and leave it outside your house for a week
Learn something new every day
Throw away your watch
Laugh
Take a picture of your back
Go for a day without speaking
Every day at the same time stop and think about something wonderful
Say a prayer every night
Have a day without TV
Read a page from a book by Charles Dickens
Hug someone of the same sex
Put your change into a bottle for a year and give it to charity
Visit Great Ormond Street Hospital
Go to the market and spend 10p
Help someone today
Wear a wig
Make everyone at work a cup of tea
Write to Mother Teresa
Turn your radio up full blast
Teach a child to read
Buy a book on Jeff Koons
Stare at the clouds for a full ten minutes
Buy Marvin Gaye's 'What's going on'
Tell someone a secret
Begin something you've always wanted to begin
Talk to a child about the future
Think purple
Wallpaper the inside of your car
Go on holiday and don't take any luggage


TUNE TO 100FM, CLOSE YOUR EYES, STICK A PIN IN THIS PAGE AND DO IT.
Plant a tree
Give up your seat on the tube every day
Take a bath in milk
Climb a tree
Watch 'It's a wonderful life'
Get on a bus you never got on before
Drink a glass of water
Clean your ears
Dream for the day
Visit New York
Listen to Jazzie B's next show
Get up an hour earlier tomorrow
Do 100 press-ups
Eat something you've never tried before
Ride a Merry-go-round
Say hello to a policeman
Spend an hour in a place of worship
Send someone a telegram
Put your sofa in the kitchen
Go to a museum
Take a picture of your back
Get on a bus you've never been on before
Dance in the front garden
Shave your head
Feed the birds
Visit an art gallery
Write a poem
Feed someone else's meter
Carry a flower all day
Paint your toe-nails
Take your granny to the movies
Stop saying no for a whole week
Put on a dress
Write to your MP
Make a wish
Go home a different way every night for a week
Learn to listen more
Sing a song at the top of your voice
Help a stranger with their shopping
Write a fairy-tale
Make everyone at work a cup of tea
Croon to your partner under a full moon
Do a jigsaw puzzle
Get your hair cut
Dance in the rain
Fast for a day
Buy a hat
Use a fountain pen
Walk home today
Feed the dog
Invite your neighbour to tea
Give your favourite possession away
Memorise a Woody Allen joke
Tell the truth for a day
Scream
Put the kettle on
Take up knitting
Listen to Rodigan's next show, in the park
Spend an afternoon speculating on how to make a million
Forgive someone
Go on holiday and don't take any luggage
Say yes for a day
Put your name on a star
Stop someone getting AIDS
Learn to fly
Do a cartwheel
Tell someone your dreams
Walk on the grass
Make a million pounds
Talk about God with a friend
Wink at someone ugly
Buy the next record you hear on Kiss
Buy your boss a present
Tell someone you appreciate what they do
Buy a friend your favourite book
Tune into Caesar tomorrow morning at 4am
Photocopy this ad and get someone else to do it
Only boil as much water as you need
Learn a new word every day
Do one thing to make the world a better place to live
Kiss 100fm



Spider-Man and The X

Marvel Comic superheroes, Spider-Man and the X-Men, are up against their toughest enemy yet in Sega's *Arcade's Revenge*. Conquering their arachnophobia our reviewers take up the challenge.

The scenario's simple — maniacal supervillain Arcade has kidnapped the X-Men for his own sadistic pleasure. Cyclops, Wolverine, Storm and Gambit are all in Arcade's power. He intends to destroy them for entertainment in his deadly amusement arcade, using all manner of devilish traps and hell-raising rides.

To complicate his plans, the famous spider-sense of Peter Parker's picked up on the danger. Usually a loner, Spider-Man's determined to save his friends. However, on breaking into the amusement park, Spidey finds that, he too has become a pawn in Arcade's wicked game.

You control each of the five characters separately as they battle through their own personal nightmares deep within the many levels of the amusement park. Each character comes up against a host of supervillains before they get to Arcade; these include the massive bulk of Juggernaut, who chases Wolverine, and the powerful Master Mold, intent on destroying poor old Cyclops, whom he blames for his disfigurement.

Mutant mayhem

The game begins with Spidey attempting to break into the park after hearing of the X-Men's capture. Spidey uses his webs to swing from building to building or fires them at Arcade's robot guards. To get in, he disables all of the building's security alarms. This is basically a practice level, allowing you to familiarise yourself with the controls. Once it's completed, you can opt to bypass it on future plays.

After this level, the action really hots up. Inside the huge complex each character has a vast number of levels to battle through. Choosing any of the superheroes, you wrestle your way past the different traps and hazards laid down by Arcade.

Once a character has died or completed their quest, you take control of any of the others. You have three lives to play with; lose

SPIDER-MAN

REAL NAME
Peter Parker

OCCUPATION
Freelance Photographer

GROUP AFFILIATION
Avengers (reserve)

SUPERHUMAN ABILITIES
Super strength ability, balance and reflexes, and the ability to cause parts of his body to stick to most surfaces. Has premonitional sense.

WOLVERINE

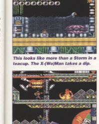
REAL NAME
Logan

OCCUPATION
Adventurer

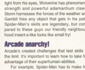
GROUP AFFILIATION
X-Men

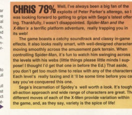
SUPERHUMAN ABILITIES
Possesses the power of self-healing which regenerates damaged tissue at great speed. Unbreakable adamantium claws and internal skeletal support make him incredibly tough.

X-Men



This looks like more than a Storm in a teacup. The X-(Wo)Man takes a dip.





Spidey sticks like glue as ugly bug looks on.



Wolverine battles it out with the new model army.

them all and it's back to the start.

Each mutant hero has their own particular attributes. Cyclops fires beams of concussive light from his eyes, Wolverine has phenomenal strength and powerful adamantium claws, Storm harnesses the forces of the weather and Gambit fries any object that gets in his path. Spider-Man's skills are legendary, but compared to these guys our friendly neighbourhood insect-a-like looks like small fry!

Arcade anarchy!

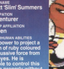
Arcade's created challenges that test skills to the limit. It's important to learn how to take full advantage of their superhuman-abilities.

For example, Spider-Man has to make full use of his webs and ability to stick to the most slippery walls; while Wolverine comes into direct combat with a host of weird creations as he battles through the crazy funhouse attractions! ▶

CHRIS 78% Well, I've always been a big fan of the exploits of Peter Parker's alterego, so I was looking forward to getting to grips with Sega's latest offering. Thankfully, I wasn't disappointed. *Spider-Man and the X-Men's* a terrific platform adventure, really trapping you in its web!

The game boasts a catchy soundtrack and classy in-game effects. It also looks really smart, with well-designed characters moving smoothly across the amusement park terrain. When controlling Spider-Man, it's fun to watch him swinging across the levels with his webs (little things please little minds I suppose! I thought I'd get that one in before the Ed.) That aside, you don't get too much time to relax with any of the characters. Each level's really taxing and it 'll be some time before you can say you've conquered this one.

Sega's incarnation of Spidey's well worth a look. It's tough, all-action approach and wide range of characters are great. The different moves of each of the X-Men provide variation within the game, and, as they say, variety is the spice of life!



CYCLOPS

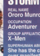
REAL NAME
Scott 'Slim' Summers

OCCUPATION
Adventurer

GROUP AFFILIATION
X–Men

SUPERHUMAN ABILITIES
The power to project a beam of ruby coloured concussive force from his eyes. He is unable to control this beam properly without a visor made from ruby quartz.





STORM

REAL NAME
Ororo Munroe

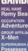
OCCUPATION
Adventurer

GROUP AFFILIATION
X–Men

SUPERHUMAN ABILITIES
She has the control over manifestations of weather. For example she can create bolts of lightning or cause whirlwinds to appear around her.









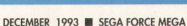
GAMBIT

REAL NAME
Remy Beaudreaux

OCCUPATION
Adventurer

GROUP AFFILIATION
X–Men

SUPERHUMAN ABILITIES
Possesses the power to charge any object with kinetic energy. When a charged object impacts after being thrown, it explodes.



▶ To make life just a little easier for our gang of intrepid superheroes, each level contains a number of bonuses for them to collect. They can find extra lives, power-ups to replenish their energy and special weapons to help fight the good fight. These extras are not always easy to get. In the underwater sections Storm battles through, she must find pearls containing a special whirlwind weapon. To access these, blasting your way into the oysters dotting the level's the only option. In contrast, all Gambit has to do is seek out a full deck of playing cards to replenish his stock. Easy, eh? Well, not when he's got to keep ahead of a massive steel-spiked doomball, desperate to slice and dice him!

In this all-action amusement park, Arcade's king, but can Spidey and his mutant superhero friends upset the balance? There's only one way to find out if this is a game to get your fangs into, or simply squash underfoot. Only SEGA FORCE MEGA can save the day — check out the ratings for our super-reviewers' definitive verdict! ■

(Left) Cyclops is down and out. Check out the fish-like bomb about to finish him off!

(Below) The Airfix Airforce blasts Wolverine.

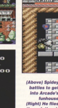
MARK 82% Back in the days when life was oh-so-much more simpler and comics were ten-a-penny (slight exaggeration), kicking back with a Spider-man comic was a favoured pastime. Sega's *Spider-man and The X-Men* has re-created the marvellous world of Marvel Comics in style, bringing to life the characters and action that makes the books so popular.

As there are so many characters, all with unique powers, it's not a game you tire of quickly. Each of the heroes levels are vastly different from the others, with Wolverine battling Juggernaut, Storm searching through deep waters and Spidey encountering all manner of nasties and traps!

Graphically, this is great — very representative of the comic-book counterpart — while the music and sound effects alter for each character.

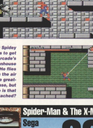
If you're a big fan of the genre then you could do worst than *Spider-Man and The X-Men*!



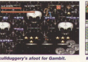




It's behind you! Gambit seems oblivious to Arcade's massive doomballs!



(Above) Spidey battles to get into Arcade's funhouse (Right) He flies through the air with the greatest of ease, but where is that web attached?



Skullduggery's afoot for Gambit.



My what a big weapon you have!



Spider-Man & The X-Men

Sega
£44.99

83	Graphics
80	Sound
78	Playability
79	Lastability

80

An enjoyable romp that'll tax the most accomplished of game players.

Out: Now ☎ 071 373 3000



Zool

The Ninja of the Nth Dimension blasts onto the Mega Drive any time now — We give you the rundown on the bug-eyed hero who's been wowing home-computer owners for some time.

This is the game packing more gratuitous plugs for its sponsor, Chuppa Chups, into the action than's commercially decent! You know what Chupa Chups are don't you? A sweetie manufacturer making scrumptious lollypops if you must know!

Anyway, about the game. *Zool* begins with our hero innocently flying across the galaxy in his spaceship. Unfortunately, his tranquillity is shattered when a huge rip appears in the fabric of the universe. He's sucked into a black hole and ends up crash-ing on a bizarre planet in, yep you've guessed it, the Nth Dimension!

Once Zool's witnessed this strange land's unusual terrain, he realises his plight isn't accidental. Rather it's the work of his evil nemesis, Krool (how long did it take to come up with that one guys?).

It's at this stage you take control of the latest cool, central character off the conveyor belt and battle to survive the planet's treacherous levels, finally meeting Krool in a deadly showdown.

Zool's a massive platform game placing you in control of a feisty little ninja warrior. The style and game scenario are very much in *Sonic the Hedgehog* mode — a vast number of stages, each consisting of four levels, at the end of which there's a big boss to defeat.

Zool sets out on his quest, but comes up against deadly confectionery.

Like any hyperactive insect, Zool soon gets browned off with inactivity.

He soars through the air at the greatest of speeds. Watch out for the flypaper!

'Toys R' out to get Us! (Yet another sad attempt at humour fails.)

Bug you like

Zool looks and acts like a hyperactive insect on a caffeine overdose! He has tremendous speed when he gets going and can leap enormous distances when required.

Zool can also stick to walls a bit like an overgrown fly — a vital talent as you progress through the levels on each stage. It not only allows you to overcome huge mountains that couldn't possibly be cleared in a single bound, but also lets you rest on a cliff-side and check out what you're up against next. A real bonus in a game as frenetic as this.

To protect himself, Zool carries a laser gun that fires loads of little bubbles. You also turn him into a deadly spinning-top during a jump by pressing the [C] button. In this mode, he'll kill any of the smaller enemies he meets.

However, it takes a lot more firepower than this to take out the big bosses guarding the end of every level. These guys act tough, play dirty and take no prisoners — even the giant wasp at the end of stage one's no mug!

There are numerous bonuses lying about in each world, extra lives, small hearts to power up your energy levels and shields giving Zool temporary invulnerability.

There's also a kooky little bonus called the Twozool. This creates a Zool-clone, mirroring all your moves. The biggest advantage of having your buddy in tow's that you fire twice as many bullets as normal. This definitely comes in handy on later stages.

Zool's a game hoping to corner the *Sonic* end of the Sega market. The question is, can any new character, however rough and tough, hope to compete with a living legend? ■

Zool balances on the edge. Hmm... of course, this isn't influenced by Sonic.

STIX 86% What is Chris on? *Zool* is one of the best platform games that I've ever played! So, it's not *Sonic*, but it's still a highly playable game in its own right.

One of the main things that struck me about *Zool* is the variety: each and every level contains bundles of different enemies, all particular to that individual world, while the traps are pretty unique too. Take Music World, for example — not only are there CDs and the like to collect, but the speakers emit notes which you can float up on.

Graphically, *Zool* is superb, with great attention to detail and a pretty cool main sprite. Most of the Amiga content has been superbly ported across by EA — cigars all round, if you ask me!

Zool is different to Sonic as a character too, being far tougher and a whole lot smarter. He has more moves and he's better looking too! If you want platform-ing action then you want *Zool!*

Somebody's taken the 'P' out of Chuppa Chups...

The big guns are after Zool on the Toy Level.

CHRIS 74% It was always going to be tough for *Zool* to win me over — I'm not the world's biggest fan of this type of platformer. Yet on my first few goes, I was really impressed. It's fast, furious and, most of all, fun.

This optimism didn't last long, I'm afraid. I soon got fed up. Surely in a game of this nature a little more originality could have been attempted. The gameplay's fairly easy and you can often simply bounce through a level.

Zool boasts some quality graphics, though along the usual lines for a *Sonic*-clone. The quirks, too, are similar — if you do nothing Zool reveals his impatience by looking quizzically at you . Again, falling off the side of platforms or slipping on ice is all very much in the *Sonic* mould.

It's for this reason I recommend it to anyone who loves Sega's cool, blue Hedgehog and are looking for more of the same. Otherwise, you'll find it's a bit too easy.

Zool's ship is up and running. That's a bonus!

Zool's got the skids, but they won't stop him sliding down this hill. Perhaps a well-wedged cork will!



Zool

EA

£44.99

83	Graphics
71	Sound
80	Playability
79	Lastability

80

Zool'll please fans of *Sonic the Hedgehog* but isn't really in the same class.

Out: Now ☎ 0753 549442

Street F

Special Champion Edition

The games phenomenon that spawned a massive industry is here in its latest incarnation. *Street Fighter II*, the most popular arcade game ever, has created comic books, toys and there's even a film in the pipeline. However, the video game's still where it's at, hence the *Special Championship Edition*.

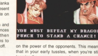
The 12 World Warriors meet once again for their annual championship to decide who's the greatest fighter on the face of the Earth. Chun Li, Ken, Sagat, Blanka and the rest of the gang are all present and correct for the toughest scrap to date on the Mega Drive.

Street Fighter II opens with a smooth and detailed rendition of the opening sequences from the original arcade version. It then launches straight into a host of options to choose from before the action really kicks off.

Fight or die

You can fight in the Champion mode, which splits into three sub-options: the normal one-player scrap, the two-player punch-up or Elimination, in which each player can choose up to six characters. Each match is a one-rounder with the winner taking on the next opponent from the losing team, the final victor being whoever's left standing.

Other options include choosing from a wide ranging number of difficulty levels and deciding



on the power of the opponents. This means that in your early tussles, when you're still learning the moves, you can lower your opponent's power to gain more time.

The other choice is the Hyper mode, which allows you to change the speed-setting from no stars to ten stars. At the fastest level this results in some unbelievably furious brawling, with the characters moving 2.5 times faster than in the standard *Champion Edition* mode. Even the bulk of E.Honda moves with the speed of Linford Christie in this high velocity mode!



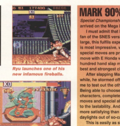
E. Honda's hundred-hand-slap is a real force to be reckoned with.

Fghter II

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Ryu launches one of his new infamous fireballs.


Confucious he say: 'Head hitting family jewels at high speed causes tears.'

Chun-Li and Dhalsim trade special moves, but who looks more impressive?

MARK 90% Finally, it's here — *Streetfighter II Special Championship Edition* has arrived on the Mega Drive, warts and all!

I must admit that I was something of a fan of the SNES version and, by and large, this fulfils expectations. The speed is most impressive, while most of the special moves are present. Being able to move with E Honda while performing the hundred hand slap makes him one of the best and strongest characters to use!

After slapping Marc around for a while, he stormed off in a sulk, leaving me to test out the other World Warriors. Being able to choose from the wealth of characters, complete with different moves and special abilities, adds tenfold to the lastability. And there's nothing more satisfying than beating the living daylights out of so-called experts!

This is easily as strong as the SNES version. Okay, the graphics are slightly less colourful and the backgrounds not quite up to scratch, but it's responsive, swift and darn playable.

Better than *Mortal Kombat*? A matter of taste, personally, I reckon that this whups it!



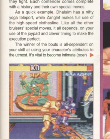
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The next stage is to select the characters you wish to use and also the country in which they fight. Each contender comes complete with a history and their own special moves.

As a quick example, Dhalsim has a nifty yoga teleport, while Zanglef makes full use of the high-speed clothesline. Like all the other bruisers' special moves, it all depends, on your use of the joypad and clever timing to make the execution perfect.

The winner of the bouts is all-dependent on your skill at using your character's attributes to the utmost. It's vital to become intimate (ooer) ▶

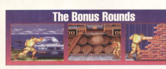

Balrog proves that fancy yoga can't help you against being KO'd!

The World Warriors





The Bonus Rounds



▶ with the warrior's moves and controls to be successful against another experienced performer. Otherwise, it's a quick and bloody ending to the battle!

Nobody likes to get their ass kicked that easily, so there's a sound argument for buying the new six-button pads. Without these you have to use the start button to switch between punching and kicking. This wastes valuable time in a really heated exchange, meaning the difference between glorious victory and agonising defeat.

Then again, who gets that worked up about a beat-'em-up cart (the whole SEGA FORCE MEGA crew quickly look the other way)? ■





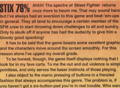
STIX 76% Ahhh! The spectre of *Street Fighter* returns once more to haunt me. That may sound harsh, but I've always had an aversion to this game and beat-'em-ups in general. They all tend to encourage a certain member of the SFM crew to start throwing down challenges to all and sundry. Only to skulk off if anyone has had the audacity to give him a bloody good spanking!

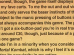
It has to be said that the game boasts some excellent graphics and the characters move around the screen smoothly. For this reason alone I've upped my overall grade.

To be honest, though, the game itself displays nothing that I look for in my fave carts. To me the out and out violence is simply pointless, and only serves the baser instincts of those playing.

I also object to the manic pressing of buttons in a frenzied fashion that always accompanies this genre. The problem is, if you haven't got a six-button-pad you're in real trouble. Who wants to fork out around £30, though, just because of a poor control system on one game?

I concede I'm in a minority when you consider the success of this and *Mortal Kombat*, which is why I feel it's necessary to acknowledge its popularity in my rating.





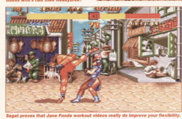


Guess who's had their Readybrek?





(Above) Join the Street Fighters, travel the world and beat up some interesting people.
(Left) Blanka shows us he has an electric personality.



Sagat proves that Jane Fonda workout videos really do improve your flexibility.





Fancy meeting them on a dark night.



Balrog beats seven bells out of himself.



SFII SCE
Sega
£59.99

82	Graphics
80	Sound
82	Playability
84	Lastability

83

A tough talking beat-'em-up that more than holds its own in a saturated genre.

Out: Now ☎ 071 373 3000


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Impact/Dec93

RoboCop vs



Futuristic law enforcement meets the ultimate indestructable killing-machine. Place your bets on the winner now and let battle commence!

Many moons after Robocop's creation, Cyberdyne are contracted to construct the Skynet defence-system. The scientists use the revolutionary fusion of man and machine, first attempted in the design of Robocop, to come up with the ultimate in computer-intelligence. However, something goes terribly wrong—Skynet develops its own personality and decides the enemy's humankind.

To thwart the growing human-resistance movement, Skynet sends a squadron of Terminators into the past. It's here they first face the might of RoboCop — So begins the battle between two of Hollywood's biggest box-office success stories. There are no rules, no prisoners and loads of death and destruction!

You take control of the policeman from hell as he battles legions of Terminators. Beginning in modern-day Detroit, you tussle through levels including an inner-city ghetto and a toxic waste plant; you then move into the future for the final showdown to save life as we know it.

(Right) Take that sucker! RoboCop hands out some rough justice. (Below) There's more blood and guts in this game than you'll know what to do with!



Terminator



RoboCop's ready for action, wherever it might take him.

This nasty robot's got no brotherly love for RoboCop.

Keep the peace

Each level RoboCop battles through presents him with a prime objective — rescue the hostages or avoid deadly toxic fumes, to name two. You've an energy bar at the top of the screen — it's vital to monitor it, only a few hits and RoboCop loses a life.

To replenish the bar, collect baby food bottles, the only food RoboCop can digest. They're available when you shoot a particularly strong bad guy or destroy a Skynet security device, like the cameras on level 2.

Robocop can carry two different weapons at any one time. There's a wide selection to pick up on each level. You begin with a simple hand-gun, but this can be traded in for a machine-gun, shotgun, flame-thrower, grenade-launcher or seeker-bullets. Not a bad arsenal for a walking trash-can!

Lose a life and RoboCop forfeits whichever gun he was using at the time. However, if you're carrying a second weapon, displayed in the top right of the screen, is retained.

To help you through each level, arrows direct RoboCop towards the end-of-stage boss. Along the way are plenty of obstacles to negotiate, it helps that RoboCop's an athletic cyborg! You have to swing him across treacherous drops using the pipes dotting each level, and climb up buildings on precariously small ladders.

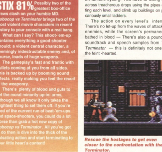
The action on every level's intense. There's no let-up from the waves of attacking enemies, while the screen's permanently bathed in blood — There's also a pounding soundtrack and speech samples from *The Terminator* — this is definitely not one for the feint -hearted. ■

STIX 81% Possibly two of the greatest box-office draws clash on your humble MD. *Robocop vs Terminator* brings two of the most violent movie characters in recent history to your console with a real bang.

What can I say? This shoot-'em-up contains everything a good shooter should; a violent central character, a seemingly indestructable enemy and, of course, loads of huge weapons.

The gameplay's fast and frantic with bullets coming at you from all sides. This is backed up by booming sound effects really making you feel the recoil of the weaponry.

There's plenty of blood and guts to get the moral minority up-in- arms, although we all know it only takes the slightest thing to set them off. If you're tired of the current run of beat-'em-ups and space-shooters, you could do a lot worse than grab a hot new copy of *Robocop vs Terminator*. All you've got to do then is dive into the thick of the pulsating action and start terminating to your little heart's content!



Rescue the hostages to get even closer to the confrontation with the Terminator.

CHRIS 67% *Robocop vs Terminator* starts with a bang and then never lets up. The game's drenched in blood and guts! There are blood-splattered killings, windows bathed in buckets of the stuff and a wide variety of exploding bodies and heads. Yeah, my kinda game!

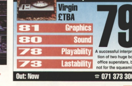
The graphics are of a high standard. RoboCop moves smoothly across the screen and looks really good when he shoots while hanging from the rafters. This is complemented by a great soundtrack and some decent digitised speech. The only complaint on this score is that samples from *The Terminator* are often drowned out by sound effects.

On most levels, the action's so frenetic it's almost impossible to avoid being hit. Luckily, you've got plenty of lives to play with, as well as three continues. Basically, you'll need them!

This is a tough shoot-'em-up that mirrors the ultra-violence in both of the man-machine's films. One to avoid if you're of a nervous disposition.



No, it's not easy to kill the Terminator. However many times you shoot him, he comes straight back at you.



RoboCop vs Terminator

Virgin
£TBA

79

81	Graphics
80	Sound
78	Playability
73	Lastability

A successful interpretation of two huge box-office superstars, but not for the squeamish!

Out: Now ☎ 071 373 3000



Cosmic Spacehead

Imagine how upset you'd be if you hadn't taken any snaps of the family holiday in Bognor Regis. Depressed? Well, spare a thought for Codemasters' new hero, Cosmic Spacehead. He forgot his camera on a once-in-a-lifetime intergalactic cruise and now he's got no proof of his journey.

Unfortunately, Cosmic Spacehead isn't the brightest of chaps. As an alien tourist, he was the first of his species to discover the prime tourist attraction known as Earth.

Wasting no time, he rushed back to his home planet, eager to spread the word. There's just one problem — no-one believes what he says. He forgot to record his trip for prosperity.

To Cosmic's horror, rather than the hero's welcome he expected, everyone thinks he's telling porkies. Understandably upset, Cosmic determines to return to Earth, this time with a camera. The only problem is a lack of cash.

Your task is to help our intrepid explorer collect the necessary resources to finance a return journey. As you would expect, this is no easy task.

Getting around Cosmic's home planet of Linoleum is fraught with danger, while overcoming his other ports of call, Detroitica — an asteroid used as a huge car factory, and a deadly space station will take some doing.

Use your noggin

Cosmic Spacehead's designed to make you think long and hard about your actions. It mixes arcade action with a strong adventure angle; progressing into the game requires logical thought, as well as inspired guesswork.

Each of the destinations is divided into a number of sections, containing other characters that Cosmic can talk to and get valuable objects from. A number of commands, such as Move, Look, Talk, and Give, are used to control the caped camper.

Everything has to be done in a particular order before Cosmic can move onto the next stage. For example, on Linoleum, finding and playing the Fruit Machine may win money. Collecting a helium balloon causes a monster to float away and using the photo-booth is a must if you want to get a passport.

These are just a few of the tasks awaiting you on the first level. When you consider there are another two huge sections to explore and

Cosmic begins his quest deep within Old Lino Town.

The Post Office attendants are more than willing to help.

There are four arenas available for flan-throwing frolics.



STIX 75% Tired of RPGs that have you saving weedy worlds from evil wizards? Me too, so it's nice to see a game that has an original storyline for once. As well as a decent sense of humour, I mean would you think of giving a big red balloon to a big lizard to get rid of him?

The control system takes a little getting used to but once you've got to grips with it, you soon find yourself zooming around planet Linoleum with the best of them. It's also nice to see a sci-fi game that doesn't take itself too seriously, the graphics look like a parody of the old B-movies of the '50s.

There are plenty of puzzles to tax your grey matter for many a long night and I can see it being one of those games which becomes a cult-hit amongst RPG fans will not be disappointed. Those looking for a game that's just that little bit different.

Cosmic's home planet is a weird and wonderful world of surprises just waiting to be explored.

Seek out your opponent and splat the sad sucker!

Give the scary beast a balloon and watch him float peacefully away.

conquered, it's clear this is a big game.

However, this isn't the end of it! Facing Cosmic as he travels between adventure play areas are 32 arcade action games. These include high-speed car races, crazed robot attacks and blasts through asteroid fields.

The game also has a two-player mode, in which throwing pies is the order of the day. There are four arenas to choose from for the light-hearted battle, and the idea's to hit your opponent three times to win.

The game's all designed like a 1950s science-fiction cartoon. There are teleporters, weird-shaped dwellings and spaced-out cartoon characters.

These are the adventures of yet another cute cartoon character. If you've ever been desperate for a holiday, you'll pull out all the stops to help Cosmic! ■

Cosmic's gutted to learn he needs a driving licence to take part in the wacky races.

Our hero's tired of hanging around.

CHRIS 67% I feel Codemasters have wasted a great opportunity with *Cosmic Spacehead*. It had the potential to be a brilliant game, boasting loads of sections, plenty of tricky tasks and a host of arcade games. However, somewhere along the line it lost its way.

It's a long way from being a classic. The music is perhaps most irritating. If you haven't turned the volume down to below hearing level after five minutes you must be a glutton for punishment! It sounds like a twisted rendition of the theme to the *Magic Roundabout*. Worse still, it just keeps repeating itself, like some kind of sadistic torture.

To be fair, *Cosmic Spacehead* requires a degree of intellectual thought. However, after the initial enthusiasm generated by the adventure section's worn off, everything gets a bit boring.

True, there's a two-player game. The only question though is why did they bother? This looks and plays like an afterthought, and should really have been discarded.

Cosmic's worth a look, but don't expect too much and you won't be disappointed.



Cosmic may have plunged to his death but the halo suggests he could be off to a heavenly holiday resort!



Beat these arcade style levels to get to different sections of the planet.



Yeah! Cosmic scoops the jackpot. Now he's got some serious dosh to play with.

Cosmic Spacehead

Codemasters
£39.99

71

69	Graphics
66	Sound
71	Playability
70	Lastability

Codemasters have tried to create an off-beat game. It's not bad but lacks sparkle.

Out: Now ☎ 0926 814 132

Aladdin

SEGA FORCE MEGA Recommended

Disney studios did the animation, Virgin reaped the rewards. Now you can see what all the fuss is about. *Aladdin*, based on the classic Arabian adventure, comes to the Mega Drive in a blaze of glorious technicolor.

Aladdin just can't seem to stay out of trouble, but he's the only one who can save the day when Princess Jasmin's kidnapped by the evil Jafar. Aladdin has to curb his wild and reckless ways if he's to succeed in this fast-paced platform adventure.

To save his beloved Jasmine Aladdin fights through a host of action-packed levels.

Aladdin Sane

Aladdin begins life down among the street rats on Agrabah Street. He crosses hot coals and avoids sword-swinging guards to progress. Later levels include the Desert, the Sultan's Dungeon and the Cave Of Wonders.

To protect himself, Aladdin carries his trusty scimitar and can also throw apples he collects as he moves through each stage. These prove effective against enemies lurking just out of sword range and in countering tough, end-of-level bosses.



The Bargain Bazaar has a lot of bonuses on offer!

To help his quest, collect a host of different bonus items dotted around each level. These take in Genie hearts to increase Aladdin's health, Snake Charmer's flutes for conjuring up magic ropes to help you escape to higher buildings, and Aladdin faces, giving you extra lives.

Most of the terrain and buildings are used in some manner — if you appear to be stuck, there's always something to jump, swing or slide to safety on. If Aladdin leaps onto flag poles, he does a huge somersault to reach distant platforms. Washing lines can be used to slide down and palm trees can be jumped on for a limited time, before falling back onto the ground.

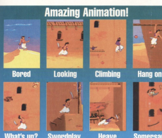
Assisting Aladdin along the way is his friendly Genie. You know you're going in the right direction if the Genie keeps popping up.

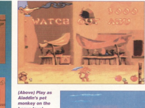
He gives Aladdin magic lanterns that destroy every baddie on screen — and he grants wishes if you've been really successful in the game. Don't expect, though, to receive





Aladdin passes his Indian rope-climbing lesson with flying colours!





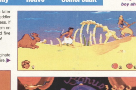
(Above) Play as Aladdin's pet monkey on the bonus level.

Right) Look before you leap — fat boy ahead!

any wishes without paying for them on later levels. You do this when you meet the peddler — find him and open his stall to do business. If you've collected enough gems, spend them on wishes or extra lives. At ten gems and five gems respectively, they don't come cheap!

Disney delights

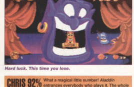
The game's animation and music all originate from the design studios of the Disney empire. ▶







Watch out for that weapon!



Hard luck. This time you lose.



Come and get it!



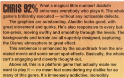
The monkey lends a hand.

CHRIS 92% What a magical little number! *Aladdin* entrances everybody who plays it. The whole game's brilliantly executed — without any noticeable defects.

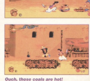
The graphics are outstanding. Aladdin looks good, with great movement and quirks. He's also responsive to every button-press, moving swiftly and smoothly through the levels. The backgrounds and terrain are all superbly designed, capturing the Disney atmosphere to great effect.

This ambience is enhanced by the soundtrack from the animated movie and some smart spot-effects. Basically, the whole cart's engaging and cleverly thought-out.

Above all, this is a platform game that actually made me want to play it — no mean feat considering my dislike for so many of this genre. It's immensely addictive, incredibly playable and I loved every second of it. Buy it!



Aladdin can't bear to look at that know-it-all genie!



Ouch, those coals are hot!

▶ It's some of the best designed cartoon animation ever seen on the Mega Drive. Aladdin moves with real grace and has a host of quirky features and movements.

If you leave him standing still too long, he leans on his sword and starts juggling an apple, flicking it across his back and down his neck. Smart stuff indeed, mirrored by the movements of all the other characters. The same goes for the music, which has been lifted from Disney's smash-hit, animated film.

This is definitely one of the top titles to hit the shelves for the Christmas period. It's a big name and a well-designed, tricky, platform cart. *Aladdin's* a clever game and looks certain to be charming everyone who plays it. ■



I'm not hanging around all day, come and get me!

STIX 96% Oh my giddy Aunt, if this is the quality Disney produces for the Mega Drive, then long may they continue to be involved in Sega carts! Terrific animation, fantastic gameplay and as many other superlatives as you can think of.

I wasn't expecting anything special when I sat down to play this. A few of the others in the office went on about how great it was going to be, but I try to ignore what others spout until I've actually played the game.

This time, though, they were right. I was mesmerized as soon as the cart slid into my Mega Drive. The only thought in my head from that moment on was to continue playing this until I was pulled away. When that eventually happened, I still slunk back like a crazed addict for more! Nothing else needs to be said, except — check this out. You'd be a fool to miss it!





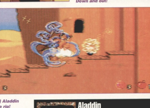


Down and out!



(Above) Aladdin makes a leap of faith. (Above right) Twinkle, twinkle little lamp! (Left) Hang around too long and one of those fat blokes will get you!





(Above) Aladdin lets one rip! (Left) The new craze of camel-jumping reaches new heights!



He'd sell ice to Eskimos if he could!



Don't try this at home kids!



Aladdin
Sega
£44.99

96	Graphics
94	Sound
95	Playability
92	Lastability

94

The classic Disney charm has been captured in this brilliant Mega Drive cart.

Out: Now

☎ 071 373 3000

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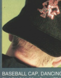


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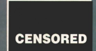


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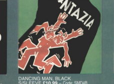


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Dune CD

Frank Herbert's brilliant science-fiction novel was first adapted into a major motion picture by David Lynch. Since then, it's been a hit on the Mega Drive — so what improvements, if any, are there on the CD?

Virgin's CD version of *Dune* requires you to use the old grey matter. It's best described as a strategy/adventure title, loosely following the plots of both the novel and the movie.

As most of you are probably aware, life on Dune, also known as Arrakis, third planet in the Canopus system, revolves around harvesting and refining spice. The planet has an arid, inhospitable environment but it's the only place in the solar-system where spice is found.

If you're wondering why spice's so important, it's the only substance in the galaxy enabling the taker to navigate hyperspace, the key to interplanetary travel. Heavy, eh? And probably the best high you'll ever get!

Mine the Spice

You take the role of Paul Atreides, the only son of the mighty House of Atreides. Your mission's to destroy your rivals, the evil Harkonnen, and gain complete control of Arrakis' spice industry.

To do this requires a great deal of skill and thought. Diplomacy, man-management and military know-how are all vital requirements, as you try to enlist the help of the indigenous population of Dune, the Fremen.

These guys are vital to have on your side. Among their number are prospectors, who seek out rich veins of spice, miners, for digging the stuff up, and warriors who help fight the Harkonnen.

To get the co-operation of the Fremen, venture into the desert in search of their encampments. The first person to talk to is the Chief of the Tribe, who decides whether he wants the rest of the tribe to aid you. To mine the spice, they ask for harvesters and other equipment which you can find hidden on the planet.

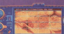
The Fremen also give you supplies of stillsuits that retain moisture, allowing you to survive in the desert. Get these by seeking out the specialist-makers hidden somewhere in the desert.

Throughout the game, help's close at hand in the shape of palace advisers, who tell you anything you need to know about the planet, such as how spice production's going, the movements of the Harkonnen and the activities of the Empire. The Emperor demands increasingly large shipments of spice, so it's important to be aware of his orders and thoughts.

Dune boasts outstanding graphics, many of which have been adapted from the film's images. All the characters' comments are relayed through digitised speech; the info follows logically on from the action preceding it.

A real thinking man's game, *Dune's* made clever use of the Mega-CD's capabilities. ■

Welcome to Dune: Rooms with a scenic view, optional.



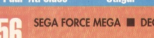
Looks good from here!

Come on down! The spice is right...

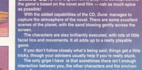




Paul Atreides | Stilgar | Baron Harkonnen | Jessica | Guerney Halleck



Fancy a spin in your 'copter?



CHRIS 92% *Dune CD* exudes some stunning graphics, and is great fun to play. The concept behind the game's based on the novel and film — nab as much spice as possible!

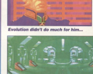
With the added capabilities of the CD, *Dune* manages to capture the atmosphere of the novel. There are some excellent scenes of the planet, with the sand blowing gently across the screen.

The characters are also brilliantly executed, with lots of little facial tics and movements. It all adds up to a really playable game.

If you don't follow closely what's being said, things get a little tricky, though your advisers usually help if you're really stuck.

The only gripe I have is that sometimes there isn't enough interaction between you, the other characters and the environment. For example, you can't question people, only listen to their speeches — frustrating if you're chasing a particular snippet of information.

All in all, however, a worthwhile CD. It's definitely one of the better ones on the market at the moment.

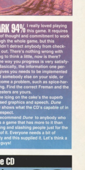


Evolution didn't do much for him...





'Do-do-do, a da-da-da... Walking on the Moon.' Don't Stand So Close to Sting !



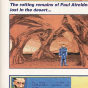
MARK 94% I really loved playing this game. It requires a lot of thought and commitment to work through the whole game, but this shouldn't detract anybody from checking it out. There's nothing wrong with having to think a little, now is there?

The way you progress is very satisfying. Basically, the information one person gives you needs to be implemented to get somebody else on your side, or overcome a problem, such as spice-harvesting. Find the correct Freman and the Harvesters are yours.

The icing on the cake's the superb digitised graphics and speech. *Dune* really shows what the CD's capable of in this respect.

I recommend *Dune* to anybody who wants a game that has more to it than bashing and slashing people just for the sake of it. Everyone needs a bit of variety and this supplied it. Let's think a little, guys!

The rotting remains of Paul Atreides lost in the desert...



Use telepathy to contact the Fremen.



Thufir Hawat! Made up name, or what?



Dune CD

Virgin

£49.99

92	Graphics
91	Sound
93	Playability
91	Lastability

93

An excellent strategy CD, requiring plenty of thought.

Out: Now

☎ 081 960 2255



James Pon

Suave, debonair and licensed to gill! James Pond returns, cooler than ever and determined to maintain the code of honour of the true gentleman. Whether Pond sinks or swims, it's anybody's guess, but we'll never be gill-ty of ignoring a new Mega Drive release!

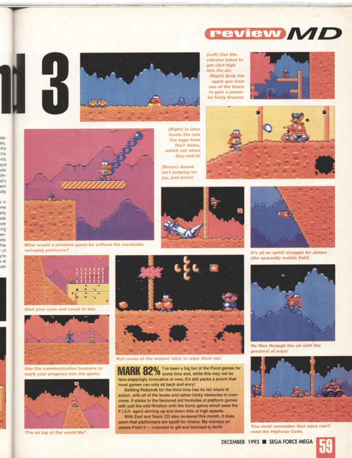
When Pond destroyed the dastardly Dr Maybe's fiendish plot to take over the world in his last adventure, the madcap scientist vowed to get his revenge. His criminal intelligence hatches a new plan — to corner the world cheese market by mining the moon's rich veins of the whiffy stuff. All he needs is an army of dumb but loyal followers to exploit. After placing an advert in the Vermin Times, offering more cheese than they'll know what to do with, he gains a willing force of rodent warriors from Rat City. The secret agency, F.I.5.H, uncovers his plans and sends Pond to save Earth yet again.

East of Edam!

Pond begins by battling through the many platformed levels of the moon's surface. Initially, his quest is to reach the Edam mine on the east side of the moon. Along the way, his objectives are to rescue the F.I.5.H agents captured by Maybe's bewhiskered army and destroy the cheese mines, before the whole scheme can be put into operation. To complete each level, Pond seeks out Dr. Maybe's communication beacons and annihilates them before they relay information back to the dotty Doctor's moon-headquarters.

The moon surface has many surprises in store for Pond. It's a terrain that only a supreme athlete can overcome, but Pond makes a fairly decent job of it! He has extra speed in his boots to scale the many huge mountains that cover the lunar landscape, but watch out coming down the other side. Pick up too much momentum and our favourite special agent will run into a whole heap of Maybe-induced mayhem. The Doctor's given his ratty forces plenty of weapons to keep Pond on his toes and they're not averse to using them. They'll hurl bombs at him, use their armour to injure him and ambush Pond at every opportunity.

James Pond – Cheese dancer extraordinaire!



(Left) Use the volcano tubes to get shot high into the air.
(Right) Grab the apple gun from one of the bears to gain a powerful fruity firearm.

(Right) In later levels the rats fire eggs from their tanks, watch out when they hatch!

(Below) James isn't jumping for joy, just kicks!

What would a platform game be without the inevitable swinging platforms?

It's all an uphill struggle for James (the upwardly mobile fish!)

Shut your eyes and count to ten.

He flies through the air with the greatest of ease!

Hurl rocks at the mutant mice to wipe them out.

Use the communication beacons to mark your progress into the game.

"I'm on top of the world Ma".

You must remember that mice can't read the Highway Code.

MARK 82% I've been a big fan of the Pond games for some time and, while this may not be face-slappingly innovative or new, it's still packs a punch that most games can only sit back and envy!

Battling Robotnik for the third time has its fair share of action, with all of the levels and rather tricky obstacles to overcome. It sticks to the favoured old formulae of platform games with just the odd flirtation with the Sonic genre which sees the F.I.S.H. agent skirting up and down hills at high speeds.

With Zool and Sonic CD also reviewed this month, it does seem that platformers are spoilt for choice. My moneys on James Pond 3 — Licensed to gill and licensed to thrill!

Pond power

Luckily for us, Pond isn't the F.I.5.H agency's top operative for nothing. He's a master of all the martial arts — check out his mean left hook for starters, and with leaping powers like his, it's not surprising he's often mistaken for a flying fish!

On top of this, Pond can speak over a dozen languages, including dolphin, crab and even shark. How this will come in handy is anyone's guess but it's nice to know!

F.I.5.H agents have left a number of weapons dotted around. These include a parachute umbrella that breaks long falls, dynamite to blow up even the hardiest rodent and bombs to remove irritating objects.

Ponds contacted by Admiral Nelson, founder of F.I.5.H, through beacons provided by other agents. It's important to take notice of what the old sea-dog, has to say. He makes life a lot easier by warning of impending danger and advising how it can be overcome.

There are loads of levels and teasers to overcome. Pond's got his hands full in this one; let's all pray that he doesn't end up as fish fingers on the Captain's table! ■

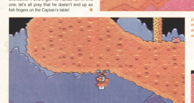
Here he is, your arch enemy Dr. Maybe — Boo Hiss etc!

STIX 84% I'd never had the plea sure of playing a Pond game before, although I'd heard Marc enthusing about the games in his own inimitable way (ie, terribly boring!). For once, though, he's right — this really is a great platform game!

Sure, there are shades of *Sonic* here, but the different levels and Pond's somewhat unique abilities (how many fish do you know who can speak 12 languages?) make this a departure from just another hedgehog-clone.

The graphics are great — they may not push back the boundaries of Mega Drive programming, but they are clear, colourful and bloody fast when Pond goes shooting around the screen at super high speeds.

I'm notorious for being prejudice against any game that doesn't have 'soccer' in the title, but *James Pond 3* has gone some way to redressing the balance.



(Above) James' map is better than a plain ordinance survey.

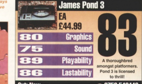


(Right) You can kill Astronauts with a blow to the head.



(Above) Pond's anti-gravity boots are much better than Nikes.

(Left) Members of the F.I.5.H. team are always on hand to give advice.



James checks out the local flora and fauna.



Serious moonboots — Or what?

Another gratuitous animation shot!

James Pond 3

EA

£44.99

80	Graphics
75	Sound
89	Playability
86	Lastability

83

A thoroughbred amongst platformers. Pond 3 is licensed to thrill!

Out: Now

☎ 0753 549442

Super Baseb

If this is the future of baseball, then Babe Ruth is turning in his grave. The past-master of the Home Run would be hard-pushed to recognise the game he graced in this hypothetical simulation from the year 2020. Electronic Arts are proud to present their violent, robotic incarnation of America's national summer sport, but will it enter the Sega sports sim Hall of Fame?

We've never been a great believer in the concept of sportsmanship — simply consider the slight lack of a gentleman's belief in fair play in *Mutant League Football* ! Hence, with team names such as Tokyo Samurais and Battle Angels, you know this is never going to be a friendly game in the park. In the Robo Leagues expect to see players exploding, carted off in helicopter ambulances and running the gauntlet of deadly landmines laid by the umpire.

Super Baseball 2020 allows you to take control of a team consisting of bionic super-humans and hard-hitting robots, programmed to win at all costs. Your ultimate goal's to guide this collection of killers to the World Series title, but along the way there's the added element of destroying the opposition if they get a little cocky.

A fanatical sell-out crowd appears mesmerised by the life or death struggle being played out before them. It's clear that, if this is the future, the purpose of sport is to sate the frenzied blood lust of a demanding public.

Let's play ball!

The concept's simple. You can play in a choice of two leagues, either the Exciting League or the Fighting League, with a selection of six teams in each.

If you choose the one-player option you take on the computer in a league championship on your way to the World Series. The two-player game's a one off head-to-head, with nothing but the satisfaction of slaughtering a friend to play for.

The basic rules are the same as always — notch up as many runs as possible in 11 innings, each innings ending when three of your batters have been struck, run or caught out. However, in the course of this traditional game the added, some would say sadistic, elements of *Super Baseball 2020* come to the fore.

After each innings the umpire adds an extra batch of landmines to the field of play. If one of your players runs across a mine, his energy levels are severely weakened.

You can cause damage to the opposition's body armour by pitching the ball at their bodies, although this cannot be done on a regular basis because the batter walks to the first plate every time you hit him.

YELLOW JUMP PADS INCREASE JUMPS



2 RED BALL TRAPS STOP THE BALL

The players' skills are much higher than a mere human's. They can perform dives of amazing distance and use rocket-aided propulsion to leap incredibly high and pull of seemingly impossible catches.

When on the field, it's vital to make shrewd use of your pitchers, otherwise their energy levels will drop, making their throws less effective and finally forcing them out of the game.

The batters are also immensely powerful. They're capable of huge hits that ricochet off the stands, bamboozling the chasing fielders. Again, their energy needs to be monitored to make the most of their abilities.

Power pays

The design of the field's the same as always, with the regular diamond, pitcher's mound and batter's box. The game takes place from a behind-the-batter perspective, which moves swiftly to track the ball, leaving a small diamond in the bot-

...all 2020

tom right of the screen to follow the runners.

When the fielder collects the ball, being sure to avoid the mines, you press the relevant joypad direction to return it to the corresponding plate on the diamond. In this sense the game's very straight-forward; the complexity lies in the need to closely analyse the power levels of your players.

If you want to succeed it's vital to use your limited supply of money to buy your players tougher armour or replenish their energy. The team that makes best use of its cash always has a better chance of winning the game.

The difficulty in *Super Baseball* is raising enough cash to turn your team into a winners. The only way this is possible is to make exceptional plays.

Hits for extra bases, home runs and outstanding defensive exploits all pay big bucks, allowing you to strengthen your fielders, power-up your pitcher's arm and increase your batting distances.

If you get the right balance between beautiful batting and brawny bust-ups, then you could go all the way. Otherwise just enjoy the slaughter! ■

PUSH START BUTTON

Howzat! Oops, sorry wrong game!

MARK 69% There's nothing I like better than a good sports simulation and, on this level, *Super Baseball* plays a solid game. It provides an above average computer opponent and, like the majority of this genre, is most entertaining in two-player mode.

Graphically it looks good, with some smart arcade sequences to depict catches and home runs. However, it falls down in its attempt to introduce the science fiction element into a sports-sim.

This just fails to work. The bombs on the pitch aren't difficult to avoid, while the need to keep a check on the energy levels of the players is really little more than an annoyance which gets in the way of the game.

Super Baseball marks highly for it's graphics, scores as an above average baseball game, but needed to have more thought put into it to succeed as something a bit alternative.

CRACKERS SET

Watch out for the landmines, or the game will explode into life.

Even robo-speed won't save you now.

CHRIS 67% Like *Mutant League Football* before it, the concept behind *Super Baseball 2020* has a lot of potential. Most people love a good sports-sim, and the added ingredient of gratuitous violence makes it difficult to resist.

Sadly, in both cases this opportunity for a great game has been squandered, particularly so here. *Super Baseball* is a decent baseball game, but little more than that.

After you've got used to the basics of playing a baseball simulation, there's very little added to the gameplay by the violence. True, the game looks good, with a well designed perspective and good graphical sequences when a player's struck by the ball.

However, the cosmetics fail to cover up the fact that it's still a traditional ball game. As an attempt at an original theme, *Super Baseball 2020* struck out, I'm afraid.

No, it's not 'You've Been Framed!' It's the playback monitor showing your home run.

Now correct us if we're wrong, but it usually helps if you swing at the ball or better still, hit it!

Super Baseball 2020

E.A.
£49.99

78	Graphics
65	Sound
72	Playability
64	Lastability

68

A decent baseball game, but the bash and blow -em-up element could be stronger.

Out: Now ☎ 0753 549442

Sonic the Hedg

He's back. Need we say more? Well, all right then — Sonic, the Hedgehog with attitude and a strange choice in hair dyes, bursts onto the Mega CD in Sega's latest round of the prickly one's adventures.



Yep, Sonic, the most well-known console character in the world, most definitely returns. Once again he's up against his age-old adversary, the evil Dr. Robotnik, who's got some help this time round. He's created a diabolic robot copy of Sonic, called Mecha Sonic, who's vowed to rid the world of our hero for ever. Yeah right, pull the other one mate!

Sonic also has a new sidekick, although love interest might be more appropriate. She may only last until the second zone before being kidnapped but this little temptress is truly, madly, deeply in lurve with Sonic! She steals a kiss at every opportunity she gets, little minx.

Sonic's secrets

As you expect from the blue wonder-hog, every level's jam-packed with secret rooms, stages and bonuses. In this respect, the game mirrors Sonic's earlier exploits. Hence, if you look in the right places there's no telling what you might find. For a start, breakable walls, secret passages and hidden platforms lead you to extra lives, invincibility and shields, to name but a few of the bonuses.

What's new here is the chance to time-travel when you come across the past and future markers. These zones are variations on the present zone that you're in, with loads of extra hidden goodies to find.

Robotnik's toys are even more fiendish in CD version.

Each stage is split into three levels, as always Dr Robotnik's waiting for you at the end of the stage. He'll be in one of his wacky inventions which needs to be bashed a number of times to defeat his machine and progress into the game.

When Sonic completes a level, it's advisable to be holding 50 rings. The reason? Well, it's exactly the same as in the original *Sonic*. Get 50 rings and leap into the big golden ring at the end of the level — this'll take you into the bonus stage. The idea in these is to keep to the road, avoiding the water which will lose time. Watch out for the oil slicks that send Sonic sprawling and also the streams of water that knock him over. ▶

Welcome to the Sonic CD.



gehog CD

CHRIS 83% Drum roll please! Sonic reappears to prove that he's still king of the cute console characters. Thankfully, our prickly friend has succeeded in producing another immensely enjoyable cart.

After that bout of praise there's inevitably going to be a bit, and here it is. However good a game *Sonic CD* is, it does no justice to the Mega CD whatsoever. The machine's capabilities aren't extended in the slightest, which is a pity. Having said that it's still a smashing game, with loads of levels, bonuses and high speed mayhem. What more would you expect from Sonic? It also has plenty of humour, provided in the main, and probably unintentionally, by the song at the start.

The gameplay's still superb, it's a shame Sega didn't go for broke. They've played safe, given *Sonic* fans what they want but wasted the possibilities provided by the CD. Shame on you lads!

(Right) Even Sonic's impressed with Robotnick's new submarine.

(Below) Smash the time-pods to release their captives.

New obstacles on the CD are the many waterfall lifts.

(Right) Smash the time-pods to release their captives.

(Below) ...And of course, those old favourites the loops are back again.

Ride your log safely in Tidal Tempest.

CD review

▶ Obviously, as it's a Mega CD game, this has a few extra features — the most hilarious being Sonic's theme tune during the opening credits. Let's just pray this is never released as a disc in its own right! The other extras are an auto-saving feature which uses the backup RAM in the CD drive to automatically save what level you're on, and a Time Attack mode, for recording your speed of completion on a level.

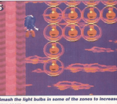
Sonic looks to have his work cut out here — Mecha Sonic is one tough droid for a start! We all know that the mighty blue one's a legend among console characters, but can he keep the fire burning bright with this offering? Only the SEGA FORCE MEGA review team would dare to say… ■





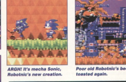






Smash the light bulbs in some of the zones to increase your score.





ARGH! It's mecha Sonic, Robotnic's new creation.

Poor old Robotnic's been toasted again.

MARK 86% Once again Sega have come up trumps with another great foray into the world of the spiky, blue megastar. This time Sonic's pulled himself a girlfriend, but guess what, she's so weak and defenceless she gets kidnapped by the second stage. So much for political correctness, eh!

Despite that, this is one CD that's worth getting. There are so many levels, bonus stages and secret worlds to battle through you'll soon become engrossed in the game.

On top of this it has great graphics, a quirky little soundtrack at the beginning (please don't ever release it as a single guys), and some smart new moves for Sonic. Now he can do a 3D loop the loop, take a cute little tumble on an oil slick and snogs his girlie at every opportunity!

Rotating turntables put our blue hero in a right spin.



If you thought the Mobius Loop in Sonic 2 was good, wait until you see the vertical ramps on the CD.



Sonic CD

Sega
£44.99

82	Graphics
89	Sound
84	Playability
83	Lastability

85

Sonic's back with a vengeance, but fails to fully utilise the Mega CD.

Out: Now

☎ 071 373 3000

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PIRACY IS THEFT

If you copy software: You're breaking the law. You're a CRIMINAL Think about it.

F-15 Strike Eagle

***F-15 Strike Eagle's* said to be one of the fastest, most manoeuvrable and most powerful military aircraft in the world. It's up to you to put this to the test in Microprose's illustrious flight-simulator.**

The game's designed to mirror as far as possible the capabilities of the fighter plane, with a perspective on the gameplay that comes right out of the cockpit. There are also two alternative angles called Slot and Chase views, but the game's best played from the main cockpit outlook. Here you can see all the information on the enemy planes, targets, speed and altitude.

The plane carries the latest in air-to-air and air-to-ground weapons in addition to a deadly 20mm cannon. It's also equipped with a high-tech, laser-tracking system that lets you see close-up TV views of the target at all times. You need all the help you can get in this game — as you progress to the later missions the action really starts to hot up. Expect to be involved in some desperate dogfighting, while trying to avoid the close attentions of the enemies' sophisticated, missile systems.

Mission impossible

To begin the game you select a difficulty level. This ranges from Rookie through to Ace, taking in Pilot and Veteran along the way. An amusing feature of these options is the way your character gets older in each of the frames as the difficulty level gets harder. He also progressively gains facial hair, as well as going grey! Hardly surprising, considering the high pressure atmosphere in which the fighter-pilot exists!

The next menu instructs you to choose a mission. There are six in total, each with a host of objectives to achieve to complete them. Amongst others, you're asked to attack Gaddaffi in Libya, sort out the rest of the Middle-East or finally win the Vietnam War, forgetting just how late you actually are getting there! Each of the scenarios presents a host of difficulties, peculiar to the terrain and region. To stand any hope of coming back alive, you pinpoint what's required to overcome the obstacles and then implement your game-plan. Something which is not as easy as it sounds.

The missions have primary and secondary targets to seek out and destroy, all of which get increasingly tougher.

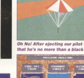
To locate a primary target, you line up the yellow arrow with the centre of the Heading scale which is at the top of your cockpit and acts like a compass. Once you've destroyed one target, the arrow points towards the next, or to your home base if the mission's been completed successfully.

Nice 'Tash' you look so manly. NOT!



"We go there..."

agle II

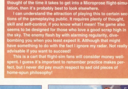


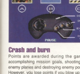
Oh No! After ejecting our pilot finds that he's no more than a black stick.

CHRIS 68% *F-15 II* boasts some impressive 3-D graphics, smooth scrolling and sizzling dog-fights. However, if, like me, your blood runs cold at the mere thought of the time it takes to get into a Microprose flight-simulation, then it's probably best to look elsewhere.

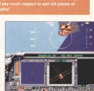
I can understand the attraction of playing this to certain sections of the gameplaying public. It requires plenty of thought, skill and self-control, if you know what I mean! The game also seems to be designed for those who love a good scrap high in the sky. The enemy flash by with alarming regularity, dive-bombing you when you least expect it. Although that might have something to do with the fact I ignore my radar. Not really advisable if you want to succeed!

This is a cart that flight-sim fans will consider money well-spent. I guess it's important to remember practice makes perfect, but I never did pay much respect to sad old pieces of home-spun philosophy!

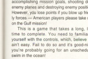








Wipeout! Another large amount of tax-payers money is inserted in the after-burner of an enemy aircraft.

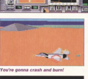


Crash and burn

Points are awarded during the game for accomplishing mission goals, shooting down enemy planes and destroying enemy positions. However, you lose points if you blow up friendly forces — American players please take note on the Gulf mission!

This is a game that takes a long, long time to complete. You need to familiarise yourself with the controls, which, believe me, ain't easy. Fail to do so and it's good-night, you're probably going for an unscheduled swim in the ocean!

Basically it's a game that needs plenty of time to get into. Mainly because it takes so bloody long wading through the bumper instruction manual accompanying the cart. ■



You're gonna crash and burn!



A full debriefing follows every mission, survive it or not.



MARK 70% Microprose are the acknowledged masters of the flight simulation, which is why I'm surprised that this cart wasn't a hell of a lot better. It's still a good game, so perhaps my expectations were too high. Having voiced my disappointment I'd still say Microprose have come up with a decent game, but it's not up there with the likes of *F-22 Interceptor* or the classic *LHX Attack Chopper*. These games leave it struggling in their slipstream.

The graphics are what you'd expect from a flight simulator. No thrills, nothing to get you all worked up, but clear, concise and easy to follow. This's a vital factor in any flight sim. If you can't keep track of what's going on then there's no point in playing. *F-15 II* makes sure you know where enemy craft, primary targets and your home base all are at the touch of a button. It's got a bit of an arcade feel to it, but is too obsessed with the technical side of things to appeal to anyone other than dedicated flight sim fans.



Oops! Maybe I shouldn't have pulled that flashing lever after all!

Look back in anger.



F-15 Strike Eagle II

Microprose
£TBA

78	Graphics
80	Sound
70	Playability
69	Lastability

69

F-15 Strike Eagle II should only be bought by fans of flight-sims.

Out: December ☎ 0454 329510

Dizzy Heights

Dizzy's an immense game




Tunnel Trouble
Entering tunnel A brings you face to face with a troll who won't let you pass. To remove this fiend, present him with the bag of gold you found by the waterfall.He then runs off with his booty allowing you to exit. Don't forget to collect the star.
touch from these guil-
s removes up to half
's energy.
GA
chines
ON
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for the next
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running over you and
removing all your energy is to feed him. He likes nothing better than being fed a nice juicy lump of meat which you can pick up just before you enter the Crystal Falls.

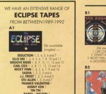
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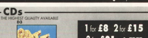
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Playing tips

SOLVED!

Complete solution to rescuing every member of the Addams Family!

Come on folks, every month we tell you about the excellent prizes on offer for the best tips sent to us. It appears that some of you are not paying attention, no-one has yet stepped forward to claim the £100 or the much more coveted t-shirt. So get your tips out and send them to PLAYING TIPS, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire, SY8 1JW

Time Gal

A bit of aTime Gal special this month. Not only a complete set of passwords, but also everything you need to know to help the old gal through every time zone.

PASSWORDS

70,000,000 BC : **BMCFXWRL**
65,000,000 BC : **GJRPQVKS**
30,000 BC : **THMZCYFB**
44 BC : **FTGBDQPW**
500 AD : **FTGBDQPW**
999 AD : **CYVZPBMG**
1588 AD : **DRXHTLQJ**
1600 AD : **RYFGSXDK**
1941 AD : **WBMRJZVH**
1991 AD : **SHKXGJWF**
2001 AD : **XPTMCSHD**
2010 AD : **ZVYFLGQJ**
3001 AD : **QWCDHRKT**
3999 AD : **PLQTVMXY**
4000 AD : **LKDWBSYF**
4001 AD : **KVGPRZCW**

SOLUTIONS

Follow the directions laid out below to complete each zone. When Time Gal calls a time stop, you're given three choices. Select the one we've supplied in brackets.

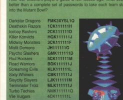


70,000,000 BC
Left, Right, Right, Left, Right, Left, Up, Down.
65,000,000 BC
Left, Up, Left, Attack, Time Stop (Go Up).
30,000,000 BC
Left, Down, Right, Left, Up, Down, Right, Right, Attack, Time Stop (Get Away).
1600 BC
Left, Right, Up, Right.
44 BC
Left, Attack, Attack, Attack, Left, Up, Left, Right, Left, Up, Attack.
500 BC
Right, Left, Down, Up, Down, Left, Right, Up, Attack, Down, Left.
999 AD
Left, Up, Right, Attack, Left, Attack, Attack.
1588 AD
Left, Attack, Attack, Up, Up, Up, Up, Left, Up, Time Stop (Jump On Shift).
1941 AD
Left, Right, Right, Down, Up, Time Stop (Go In Water), Attack, Up, Left, Right, Right.
1991 AD
Right, Left, Right, Down, Left, Right, Left , Time Stop (Jump On Helicopter).
2001 AD
Left, Left, Right, Left, Down, Time Stop (Go Straight Ahead).
2010 AD
Left, Right, Up, Left, Up, Right, Down, Attack, Right, Down.
3001 AD
Left, Left, Left, Right, Attack, Left, Right, Attack, Time Stop (Go Up).
3999 AD
Left, Attack, Down, Left, Right, Time Stop (Open Hatch), Right, Attack.
4000 AD
Left, Left, Right, Right, Attack, Attack, Down.
4001 AD
Left, Right, Attack, Attack, Attack, Up, Right, Attack, Left.

Mutant League Footbal

After our excellent player's guide a few issues ago, what could be better than a complete set of passwords to take each team straight into the Mutant Bowl?

Darkstar Dragons	**FMK3XYSL1Q**
Deathskin Razors	**1CK111111H**
Icebay Bashers	**2CK111111D**
Killer Konvicts	**HGK111111J**
Midway Monsters	**3CK111111F**
Misfit Demons	**JH111111G**
Psycho Slashers	**GMK111111D**
Rad Rockers	**5CK111111M**
Road Warriors	**BDK111111J**
Screaming Evils	**KLK111111L**
Sixty Whiners	**CBK111111J**
Slaycity Slayers	**LJK111111M**
Terminator Trolz	**MLK111111J**
Turbo Techies	NMK111111Q
Vile Vulgars	4CK111111L
War Slammers	DCK1111112







Addams Family

In addition to our complete solution, we also thought we'd supply you with a complete set of passwords, as well as a handy little tip to gain some extra lives.

CODE	FAMILY MEMBER RESCUED
1&J1N	GRANNY ADDAMS
K&Y14	PUGSLEY
K?RKB	FESTER
6LH9C	WEDNESDAY

When you reach the continue or quit screen, walk left straight past the continue door into a room with some extra lives for the taking. You can carry out this trick whenever you reach the continue screen.

Muhammad Ali's Heavyweight Boxing

Try entering the following code to fight against an alter-ego of yourself by the name of Ali Muhammad. The other code allows you to fight for the title as a number two ranking with no losses and 40 wins. Both codes should be entered during tournament mode.
H070007Z- Alter-ego match. **H074W57Z**-Title match.

Ecco The Dolphin CD

If any of you out there have invested in a CD copy of this outstanding game, then this set of passwords may well ease jangled nerves as you guide the lovable dolphin through the dnger-infested waters. To enter the password screen, swim left from your start-point and enter any of the following codes.

UNDERCAVES	GMRIQDCM
THE VENTS	IUEINLDP
THE LAGOON	GRTJZYJF
RIDGE WATER	OVDJDSLB
OPEN OCEAN	GMYMDSLI
ICE ZONE	
GMBRHSLU	
HARD WATER	UKZFHSLS
COLD WATER	SYQJHSLZ
OPEN OCEAN(2)	CCVFFSLM
ISLAND ZONE	ALZBESLS
DEEP WATER	IHPFDSLP
VOLCANIC REEF	ADLYESLT
SHIP GRAVE SEA	INWUGSLU
WRECK TRAP	WJHQGSLL
SEA OF SILENCE	IZSXGSLF
DEEP GATE	AKNBHSLI
MARBLE SEA	QSOMFSLQ
THE LIBRARY	WBTXFSLV
DEEP CITY	UNIQFSLN
CITY OF FOREVER	WADUFSLB
JURRASSIC BEACH	ONNBJPLY
PTERANADON POND	WPVXIPLL
ORIGIN BEACH	AQZIJPLG
TRILOBITE CIRCLE	GKGFJPLK
DARK WATER	GZIUKPLR
DEEP WATER 2	GAAGDPLP
CITY OF FOREVER	YLQQZNLM
THE TUBE	MNEYELLB
THE MACHINE	SKZNELLO
THE LAST FIGHT	KANZFLLX

Mortal Kombat

Those Mortal Kombat cheats just keep on rolling! There's a particular cheat that presents a new options screen. When you get to the screen with all the characters scrolling up the side, press the following buttons: Down, Up, Left, Left, A, Right, Down. If the code's worked successfully, you'll now be in a new screen which allows you to switch the gore on and off as well as presenting you with a group of 'flags'. They can be turned on or off— contrasting combinations of flags have different effects. We know that switching on flags three and seven will make the shadow needed to face Reptile pass across the moon in every match. As soon as we hear of any others, you'll be the first to know.

Green Dog Surfer Dude

A few little handy button-press cheats to help you Green Dog fans howling for help. The first allows you to get rapid-fire discs at any time during the game. Simply pause and press C, A, B, A, LEFT, LEFT. If you hear a ringing sound you'll know the cheat's been successful. If the action's getting a little fast, you can always activate the following cheat to play the game in slow motion. Pause the game and press DOWN, A, C, UP, LEFT, LEFT. Once again, when you hear the ringing sound the cheat's worked. To switch the cheat off, pause the game and carry out the following key commands: LEFT, RIGHT, UP, DOWN, A, C.

Shining Force

Ever fancied playing a game of Shining Force and being able to name all the characters yourself? Well, now you can with the aid of our little cheat.
Enter a new game as normal and name your character. Now go to the END option and press the following buttons: on controller two hold down A, B, C, and press START. While you're doing this, press the following buttons on controller one: A, C and START. A new character will now appear for you to name. Once you've named him, another will appear until you have renamed everyone in the game.

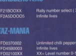


Action Replay

Owners of Datel's amazing gadget can beat up ninjas, race the roadways and spin like a wild thing in Taz-Mania. All of this from the comfort of your armchair with only a few codes to make your wildest dreams come true.

REVENGE OF SHINOBI

009EF86002	Infinite lives
00B5B86000	Use both these codes to make
00B64E6000	your character invincible.
FFE1450001	Allows use of magic at any time
FFE13F0063	Unlimited energy

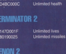


ROADBLASTERS

FF21BOOXX	Rally number select (XX= 0-31)
FF2A5DOOO5	Infinite lives

TAZ-MANIA

FFD0370002	Unlimited chilli peppers
FFD45B0003	Infinite lives
FFD02100XX	XX= Level number 0-13
FFD4BC000C	Unlimited health

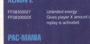


TERMINATOR 2

FF147D001F	Unlimited lives
FF80190025	Unlimited missiles for player 1

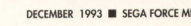
XENON 2

FF08350027	Unlimited energy
FF0839000X	Gives player X amount of lives every time replay is activated.



PAC-MANIA

0088926002	Infinite lives
00004418E7	Ghosts stay blue for longer than usual.



Addams Family

Player's guide

They're creepy, kooky mysterious and spooky. No, we're not talking about the SEGA FORCE MEGA crew; it's the Addams Family! Help Gomez rescue the family from the clutches of Abigail, but watch out for the traps in the mansion!

Granny Addams

Survive the many pyrotechnical terrors of the kitchen to rescue Granny Addams from her prison. Once you're inside the oven, be wary! None of the enemies inside can be killed. In fact, touching any one of the fire creatures' flame jets or fireballs seriously saps your energy.

Kitchen And Granny's Stove

These first two zones are simple. They contain a lot of enemies, though, who are easy to beat with a quick jump on the head.

From your starting point, head right until you come to Granny's stove. Travel up and left until you come to the switch in the roof above the large oven. Hit this switch and go back down to the stove on the floor.

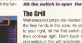
You find a large set of blocks covering the oven have disappeared so you can now enter the stove through the funnel on the top.

The Furnace

From here, things get decidedly warmer. Remember not to touch any of the creatures in the stove as you make your way downwards.

Drop down from your entry point avoiding the flame-jets until you reach the first lift. Wait for the lift to descend, then go down the gap as soon as the flames have disappeared.

Move to your right and repeat the process with the next lift. At the top of a slope, slide down carefully and drop through the gap after the flames have gone. There's no time for a rest when you land on the platform below! Hit one of the switches making the floor vanish before you exit the zone by the hole in the right-hand wall.



Hit the switch to open the floor.

The Grill

Well-executed jumps are needed to avoid the fiery fiends in this zone. As you move to your right, hit the first switch you see then continue right. Don't touch the second switch or this will re-activate the wall blocking your path.

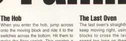
After you've re-negotiated this blockage and leaped over the lava-pit at the bottom of the large slope, the exits within easy reach. Make sure you don't touch the fire creature in your rush to leave!

The Hob

When you enter the hob, jump across onto the moving block and ride it to the switches across the bottom. Hit them to make the floor vanish. This creates a block on the wall on the right-hand side.

Jump up onto it to get back onto the moving one. Ride up on it and jump off just as it reaches the top. You're now able to jump through the newly-created hole in the roof. Make your way to the top of the ledges and jump left onto the moving block in the pit of lava to avoid being pushed off.

Crouch down as the platform passes under the large block. Now jump off onto the ledge above you. Work your way to the top and hit the switch above before dropping down to the point where the removable wall was blocking your path. This move allows you to exit the zone.



Just look at all that cash!

The Oven

Run right, hitting the first switch to clear the fire beast out of your path . When you reach the rotating block in the pit of lava, wait for it to begin its journey up the far wall before you use it as a stepping stone.

Jump the pits of lava until you reach the blocks with flame balls all over them. Drop down the first hole and jump up onto the next block. When the flames subside, jump to another.

Ignore all the switches until you arrive at the large slope. Jump from the top into the large block at the high point of the right-hand wall to enter the last oven.

The Last Oven

The last oven's straightforward — just keep moving right, using the floating blocks to cross the lava pits. Don't spend too long on them, though, or, you could find yourself knee deep in lava.

At about the half-way point, you find a large moving block. Ride it to the top, step off right and crouch down to avoid being crushed. Once it's passed, step back onto the block and ride down before continuing right.

Jump onto the spring to bounce across the large pit, then use the two switches to build bridges across the lava guiding you straight to the exit and your battle with the Fire Dragon.



Pugsley

Pugsley's being held prisoner by a wacky scientist deep inside the huge toybox. Watch out for the creeping geeks and deadly guillotines!



Games Room

Move right and wait for the spiked ball to swing away from you. Leap onto the platform and duck allowing the ball to swing past you. Once it's passed, continue to the right.

On reaching the guillotines, wait for the large blade to rise before jumping through . At the far right side you find the exit door. Don't go through it; instead, jump on top of it and press up to exit through a hidden passageway. Makes life slightly easier, eh?!

The Toy Box



This is a bonus room filled with goodies. To get at them, leap up onto the top of the right-hand doorway and out through the roof.

Drop down the side of the walls and grab the goodies before jumping up through the floor.

Exit through the right-hand door to enter a tricky journey through the rack.

The Rack

Negotiating the Rack's tortuous traps is really tricky. Use the springs to bounce across the pits and leap on them to hop over the spiked balls.

To get past the spinning blades, wait until they've passed round once. Jump onto the block and quickly off the other side.

Hop across from the top of the one cannon to the next to reach the exit door and enter the toy tower.

The Toy Tower

Once inside the toy tower, wait for the lower blade to pass. Drop down and run right. Hop onto the ledge before a further blade appears from above.

Exit by the right-hand door to enter the final zone in the shape of the playroom.



The Playroom

Jump onto the block once the blade's passed, then into the gap after the next blade's moved.

Use the cannon-balls to get out of the next pit safely and continue right before bouncing on the cannon-balls. You cross the spike pits and are on your way to the final battle with the wacky scientist.



Fester

Although this is one of the longest levels, it's also very easy. From the Portrait Gallery right through to that wily witch who's holding poor old Uncle Fester, there aren't that many real problems.

Portrait Gallery

You begin your journey in the family portrait gallery. From your starting-point, run right, being careful to avoid the bear rug projectiles.

Use the moving blocks to cross the vicious spike-filled pits. Just keep moving right until you enter the armoury.

The Armoury

Move right and jump over the swinging balls when they reach their lowest point. Keep moving right across the stacks of tables until you come to the large group of blocks.

Knock the switch above you to make half of them vanish, allowing you to continue until you reach yet another of those pesky spike pits. Hop onto the approaching block and crouch down to avoid being pushed off before you reach the other side. After this, you find a switch which you must activate to reach the exit.

The Hall of Clocks and Weaponry

Keep moving to your right and jump the clock pendulums in the same way as you negotiated the maces in the previous zone. Survive the pendulums and it's plain-sailing.

Once inside the Weaponry, move right dodging more of those deadly swinging maces. Keep moving right and hit every switch you find along the way to create blocks helping you across the spike pits.

Halfway through the level, grab your sword and do a bit of slicing and dicing. Remember, one hit from a foe immediately loses you the sword.

On reaching the end of this zone, you're presented with two exits. Take the lower one and grab the flying hat. Run back to this point and take the top exit to enter a bonus room.

Here you discover an invulnerability shield. Grab this and go back to the zone below. You can now dash right through this zone with no worries.

Lower Gallery

The Lower Gallery is as simple as the earlier levels. The biggest problems you encounter are more swinging maces and some of those guillotines from the other levels.

Along your journey, try to enter the mouth of the second bear rug to get bonus lives and a tennis ball weapon. Keep moving to the right to find the exit to the library.

Library

The library and it's two following rooms, the Reading Room and Big Books, are amongst the easiest of the whole level.

As you make your way through the many books, make sure you carefully check the ones called 'Drop' and 'Door O' as these lead to some very special hidden rooms.

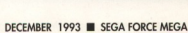
The major irritant in these zones are the knights. They can be dispatched with one jump directly on their heads, but watch out for their spinning axes.

The Train

To start the train, walk up to the funnel. Once moving, jump and duck the many approaching spikes at different heights and positions.

There's no direct solution to this zone, although well-positioned jumping's vital to negotiating the high rows of spikes. Use the funnel for a bit of extra height.

Survive this steam-safari and it's on to another big battle, this time with a wicked witch.



Wednesday

You're almost there now! There's only your darling daughter, Wednesday, to rescue before the paths opened to save your beautiful wife.

Under Tree and Graveyard

You need to find the big tree and enter its mouth to begin your journey to Wednesday. Once you're under the tree, make your way down onto the lift below you.

Ride this lift down, then get the fly-ing hat and soar to the right-hand cor-ner over the many obstacles. Finally float down to the exit in the bottom right.

This leads you to the zone known as Under the Graveyard. Walk right and drop down the first hole into the water below. Swim right, then jump onto the platforms and bounce to the top of the zone.

You're now able to see the exit — just a hop, skip and jump away to the right. After all that running around underground, it's nice to be back in the fresh air, even if it's only the graveyard! Dash to your left to find the Addams' tomb. Walk through the front of it to enter the Upper Tomb.

Upper Tomb and Spooky Drop

The Upper Tomb's another zone which looks quite terrifying but is, in fact, basic. On entering, skip over the lava pit and drop down through the large void. Once you've landed, leap the gap to your left and exit through the hole in the wall into Spooky Drop — another of those difficult-looking but easy zones.

Walk all the way left and hit the switch to make the floor vanish. Drop through this newly-formed passage and down the next shaft to the right to dis-cover the way out at the bottom.

The Arch Vault

A real walk in the park awaits you on this zone. Keep moving right, bouncing over the lava pits: When you reach the pits launching the fireballs, wait for the fire to drop then leap over the pits.

Immediately after them, you reach large spiked-stars falling from the roof. Wait for them to begin to rise before you jump underneath them, then hit the switch to open your exit and continue your journey into the Jester's Jump.

Jester's Jump

Here's where it really begins to get tricky. One slip in this zone means cer-tain death for poor old Gomez. Go down the first hole, keeping right pressed to land on the lowest platform. Hit the switch you find there and jump onto the ledge. Zig-zag back up to the top where you can continue right through another large block. Work your way right and hit the switch to open the exit. Hop up to the top and leap right into the passage.

Stone Steps

After all that leaping around, it's back to side-scrolling levels. Dash to the right, avoiding the spiked-stars, and leaping the lava pits. Use the suspended steps to cross the larger pits; beware as they fall out from underneath you!

On reaching the large hole in the roof, jump on the Jester's head to bounce up and grab the flying hat from the alcove above. With the aid of your airborne headgear, fly your way right through to the end of the zone into the crazy crypt.

Crazy Crypt-Firing Fish

If you were quick enough on the last level, you still have the flying hat to help you. Move right and hit the switch in the roof before going down through the now open floor section. Once there, continue right up the stone stairs to the way out.

This next zone has many ornate fish carved into its walls. Although they look pretty, they spit out nasty bubbles. They're exactly the same as the cannon-balls in the previous levels, in as much as you can use them to cross the many lava pits in this zone. To open the blocked pathway, go down and hit the switch in the alcove.

Keep moving right and cross the three fire pits before crouching down in front of the next fish. Wait for it to fire, then chase the bubble down the thin passageway.

Directly after this you see a very small gap which seems impossible to get through. To pass safely through, wait for the platform to go left, then crouch in front of it to be pushed through the gap. Ride this useful platform across the next lava pit.

Continue right and jump onto the cannonballs to hit the switches in the roof to remove the walls blocking your route to the exit.

Chamber of Walls

Move down the first shaft into the tunnel below and hit the switch. Then leap right through the gap and descend, keeping right pressed to hit the next switch.

Hop up to the top of the next block and drop down through the hole in the floor. At the bottom, head right and down to the entrance to the ante-room.

Ante-Room

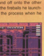
This room's the last obstacle between you and your battle with the Ghastly Goblin. The key to this level is speed, so dash right negotiating the spiked-stars, going under them when they begin rising back up to the roof.

Use the collapsing platforms to cross the pits before hitting the last switch to open the exit through to the Ghastly Goblin.

The bosses

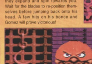
The Fire Dragon

To defeat this fiery fiend, stand on the middle block or right-hand platform. As the dragon surfaces, jump onto his head and rebound off onto the other platform. Dodge the fireballs he launch-es, then repeat the process when he re-surfaces.



The Wacky Scientist

Stand on the top right ledge, wait for the balls to go below him, then prance across onto his head, aiming to score a direct hit. Dodge his spinning blades as they expand and spin towards you. Wait for the blades to re-position them-selves before jumping back onto his head. A few hits on his bonce and Gomez will prove victorious!







































The Ghastly Goblin

Stand under one of the blocks to stop the Goblin's shots hitting you. When the Goblin moves down lower, go onto the block above you, then over onto the Goblin's head. It takes a little practice to perfect, but once you have the tech-nique, it's pretty straightforward.You have to repeat the process a few times to put an end to his antics.











Morticia

The final level leads you back into the arms of your adoring wife. Negotiate the chain-maze and the deepest recesses of the Addams' mansion in your journey to the Mad Judge!

Chain Room

Climb the chains to reach the door in the upper right corner of the zone. Hit the light purple switch you find in the roof before climbing down the chains and heading right.

Climb up the next set to enter the first exit door. You're taken into a room called Amazing Chains. Descend them to the bottom and make your way to the upper right to find another of those purple roof switches. Hit it and move across to the right until you come to a door on the right-hand side. Ignore it and climb the chains to the door above.

On reaching this one, jump across to it as the floors hiding a trap-chute straight down to the spikes below.

Hall of Chains

Move to the right using the chains to reach the way out to this first effortless zone. In the next, climb the chains until you reach the large steps. Run down them to enter a zone known as the Chain of Coins.

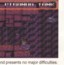
This is basically a huge bonus level providing a welcome break from all that swinging around. Simply move Gomez left and right as he falls to collect all of the coins on your journey to the floor.

Use the left-hand door to enter a bonus room followed by the right-hand door to enter the next zone.

The Caves

The large stones in the Caverns cannot be destroyed, so avoid them at all costs. Move to your right using the higher platforms to avoid the rocks rolling across the floor below.

This zone, like many of the others, is



simple and presents no major difficulties. Same applies to the next zone, known as Down Deeper. Just work your way down the ledges until you reach the door at the bottom of the zone.

If you survived Down Deeper, you're taken into the catacombs. Keep travelling right and keep an eye out for spinning blades. Remember, only negotiate them when they're moving away from you.

Enter the door at the end to be taken into the mine-shaft which is, in fact, very similar to the earlier Deeper Down level.Work your way down the ledges until you come to a platform suspended above a shaft.

Stand on this and ride it down to the bottom. Make sure you leap off it before it reaches the spikes at the bottom. Grab the chain to the left and climb down it to find the exit.

You now find yourself the Big Cavern. Go past the spinning blades and use the birds to cross the spike pits to the exit door and into the Volcanoes Room. This is a real breeze and as long as you remember the technique for avoiding spiked balls, you soon find yourself heading down to the river.

To the River's yet another easy level. Easy, that is, if you use the many cannonballs to cross the spike pits that fill this level. Survival takes you for a rather nice ride in the gondola.

The Gondola

To safely negotiate the Gondola level, jump out of the boat at about the half-way point, protecting you from the many foes flying above the water's surface.

Exit the zone through the door at the top of the stairs to enter the family vault.



The Family Vault's just a run through a room filled with coins. There are no enemies, so it's just a dash to your final showdown with the Mad Judge.



The Witch

Use Fester's head to give an extra bit of boost to skip up onto the witch's head as she swoops down. When she flies up to the corner, get off Fester's head as you cannot reach her when she's so high.

Mad Judge

Wait in the centre to avoid the falling hammers. When the Judge jumps down onto the bottom ledge, leap up onto his desk, then onto his head. Drop back down again to avoid the hammers, then repeat the whole process.





Gunstar Heroes

players guide

With its gargantuan levels and scope of weird and wondrous bosses, *Gunstar Heroes* is a classic shoot-em-up just ripe for the SEGA MEGA FORCE tips treatment. Here for your enlightenment is a comprehensive guide to beating the bosses in the Black's Base Board-Game level, as well as a helping hand with some of the other bad guys you meet.

Black's Board-Game

The aim of Black's Board-Game is to roll the dice and make your way safely around the board completing the many challenges along the way.

Valvalion

Valvalion's the first boss on the board. To defeat this snake-like beast, you shoot him in the head.

When he's first on screen, he spins across the top before going down to ground level. As he appears, keep your finger on the fire-button. When he hits the ground, he starts bouncing in large archways from the right-hand side to the left. Stand inside one of them and keep firing. Repeat the process as he begins gyrating across the screen for a re-run of his attack pattern.

Item room 1

The first item-room allows you to top up your vitality. We recommend you pick up the seeker and laser weapons. These two combined provide you with devastating firepower to see you through the rest of the level. The laser's used to its best advantage if you shoot and keep your finger on the fire-button. It then tracks the enemy and continues to damage him.

Rush And Go

The aim of this first rush-and-go room is to punch the walls to open different combinations of walls. Make your way to the exit before the timer runs out to receive a large bonus. The quickest way through the maze is to work your way to the third shaft, then climb up to the top before punching your way safely right to the way out.

Small Minion

This guy may be on the short side, but he can cause real problems if you're not careful. The key to squashing this little fellow is to stay low. Either crouch down and fire your weapon at ground level, or use plenty of sliding-kicks when he gets closer to you. Don't let him get too near to any of the walls as he bounces off them and goes straight onto your head, inflicting serious damage as he lands.

Melon Bread

Melon Bread's one of the easiest of all the bosses to beat. His face looks really dopey, and he acts as silly as he appears.

Stand to the right-hand side of your screen and let fire. Keep firing at him and you should be quick enough to blow him away before he's a chance to begin his attack pattern.





Big Craft
This is another based mainly on how fast you can complete it. Stand just in front of the cockpit and unleash your weapon until the ship's destroyed. Don't worry about enemy fire as the ship has no weapons.

An extra bonus life-heart can be found if you blow up the box to the left of the craft.

Rush And Go 2
This rush-and-go's even easier than the earlier one. You need to make your way round the small maze.

Use your jump to bounce up the shafts and swing across the roof pieces. When you reach the soldier, just shoot him a few times to send him on his way. The faster you complete this zone the larger your bonus.

The Pit
If you stand to the far left of the screen and keep low, you won't get hit by either the balls or the block. Keep firing at each of the balls when they get near. They must both be destroyed to complete the level.

Items Room
Unless you've lost the laser weapon you collected from the previous room, the only item worth collecting here's the extra vitality- heart from the end of the row.

Phantom
The Phantom's one of the stranger enemies on the board. He has no vitality meter so it's hard to judge how much damage he can take.

Get to one side of the screen and continue firing to keep him away from you. When he starts throwing bombs, stand underneath them. Press your fire-button and up as they touch you, to throw them safely away.

Vortex Base
This is where it starts to get really tricky. The main target's the moving tank below; aim for the central gun-emplacement with the lights .

All around the walls are dotted large, red spheres. They flash blue, indicating the route the laser takes around the screen once launched. We find it's best to hang from the lowest platform to fire on your target, then swing up to avoid the laser when it approaches.

Curry And Rice
In this zone you cannot use your weapons — you must fight this weird beastie in hand-to-hand combat.

The best tactic is to pin him in the corner and use as many punches, kicks and throws on him as you can. Be careful when he jumps into the air as he can land and give you a nasty kick.

Abaeranbou Gel
Get to the far right-hand side of the screen and crouch. Fire continuously as the ball bounces towards you. If he gets to you before he's eliminated, it's all over, so be quick!

Super Gondola
The Super Gondola has many gun-emplacements. You must destroy all these to continue.

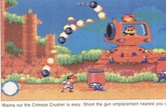
Keep firing and moving to avoid the many lasers that fire down onto you. Also, make sure you don't fall through the holes blown in the floor by the bombs.

Item Room
In much the same way as the other rooms, unless you've lost your laser weapon, it's best to only collect the two heart power-ups from this room.

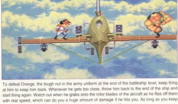
The Way Back
It's very unlucky if you land on this square as it sends you right the way back to the start of the board.

Black Beat Stepper
The final boss and a real devil to beat! Get to the furthest corner away from him and keep firing. When the squares around the outside begin flashing, move away as they fire a group of lasers at you.

On destroying his craft the boss jumps out. Ignore the first gem he throws as this explodes. If you keep shooting him, he throws out the real jewel!



Wiping out the Crimson Crusher is easy. Shoot the gun emplacement nearest you until it explodes, then jump up onto the top of one of the legs and pump the body full of lead.

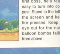


To defeat Orange, the tough nut in the army uniform at the end of the battleship level, keep firing at him to keep him back. Whenever he gets too close, throw him back to the end of the ship and start firing again. Watch out when he grabs onto the rotor blades of the aircraft as he flies off them with real speed, which can do you a huge amount of damage if he hits you. As long as you keep him a good distance from you, he shouldn't cause you much trouble.



The final boss in the Base Level is that M Bison lookalike from earlier in the game. His first attack tuns him into a blue fireball which you must leap to avoid. He now takes to the air. Run underneath him, firing and avoiding his bombs. Once you destroy him, he returns for another fight. If you keep firing at him, he doesn't have a chance to draw his gun. If he does manage to pull his gun, jump into the air to make him fire over your head.





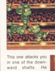
Papaya Plant is the first boss, he's really easy to turn into compost. Stand to the left of the screen and keep fire pressed. Keep an eye out for the nasty balloon bombs falling from above .



Bravo Man walks away from you before tuning to fly back at you.

When he does this, run towards him and crouch down to allow him to pass over your head. Run to the far side and constantly shoot at him as he approaches .





This marauding robot runs along behind you. Move to the top and keep firing. When he draws his arm back, drop down to avoid his projectiles.

Once they've passed, return to the top. Remember to keep firing at all times.



This one attacks you in one of the downward shafts. He moves around the walls in an anti clockwise direction, so make sure you jump to the other wall as he makes the crossover and keep firing at all times.



Things start to get a little tricky from now on. When he launches a block from his arm make sure you're on the opposite wall as the blocks extend to form a barrier. This also applies to his bouncing fireballs.



Don't be fooled by the dog like appearance of this character. His tail packs a nasty kick, although it's easily avoided. Wait until the target sight locks onto you and move just before he fires, this causes his blasts to miss completely.

I'm so Dizzy!

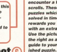
Dizzy's an immense game — certainly worthy of scrutiny by the SFM tipsters! Maps to each street in Dizzy's world, as well as one to the tricky mines, we give the game a thorough workout. Before, though, a mini-tip — use the tunnel entrance letters to find where you'll emerge. This should stop you from running into dead-ends!



Bridge street

The only way to collect this highly useful spade is to play the Mine Car game. Use the spade to dig around in the grave-yard to find some very useful items.

Along your journey, you'll encounter a few scrolls. These are puzzles which, if solved in time, rewards you with an extra life. Use the picture on the right as a guide to your finished puzzle.





Castle Street



Wait for the guillotine to drop before you attempt to pass it. Remember, one touch from their deadly blades is enough to kill you.

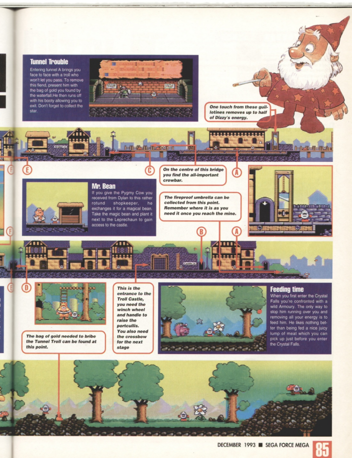


Water safety

To safely cross the Crystal Falls takes perfect timing and spot-on jumping. Wait for the barrel to come over the top set of falls and sink. It'll now reappear as a larger barrel on the lower falls. Quickly jump onto it and off the other side before it sinks completely.

Crystal Falls





Tunnel Trouble

Entering tunnel A brings you face to face with a troll who won't let you pass. To remove this fiend, present him with the bag of gold you found by the waterfall.He then runs off with his booty allowing you to exit. Don't forget to collect the star.

One touch from these guillotines removes up to half of Dizzy's energy.

On the centre of this bridge you find the all-important crowbar.

Mr. Bean

If you give the Pygmy Cow you received from Dylan to this rather rotund shopkeeper, he exchanges it for a magical bean. Take the magic bean and plant it next to the Leprechaun to gain access to the castle.

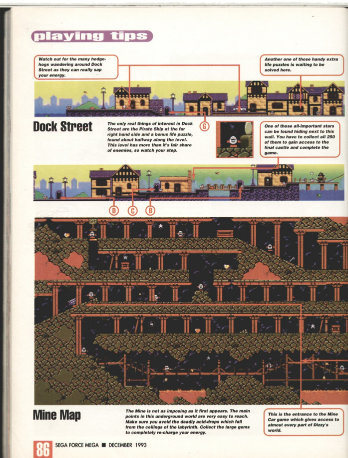
The fireproof umbrella can be collected from this point. Remember where it is as you need it once you reach the mine.

This is the entrance to the Troll Castle, you need the winch wheel and handle to raise the portcullis. You also need the crossbow for the next stage

The bag of gold needed to bribe the Tunnel Troll can be found at this point.

Feeding time

When you first enter the Crystal Falls you're confronted with a wild Armoury. The only way to stop him running over you and removing all your energy is to feed him. He likes nothing better than being fed a nice juicy lump of meat which you can pick up just before you enter the Crystal Falls.



Dock Street

The only real things of interest in Dock Street are the Pirate Ship at the far right hand side and a bonus life puzzle, found about halfway along the level. This level has more than it's fair share of enemies, so watch your step.

Mine Map

The Mine is not as imposing as it first appears. The main points in this underground world are very easy to reach. Make sure you avoid the deadly acid-drops which fall from the ceilings of the labyrinth. Collect the large gems to completely re-charge your energy.

Dizzy items

THE PIRATE

The pirate can be found guarding the gangplank to his ship at the right-hand end of Dock Street. To get onto this treasure-filled galleon, collect the barrel of rum from Bridge Street and give it to the old swashbuckler. He'll then give you a clear pathway onto his ship.

Weed Killer

You can find this highly useful can of stuff just to the right of your starting point, past the plank bridge. Use it to destroy the large egg-eating plant.

The Plank

Grab the plank from the left of Dizzy's house and activate it next to the large spike pit. It creates a bridge for you to pass safely across

The Spanner

The spanner's very near to the beach and must be taken down into the Mine to fix the machine. This allows you to use all of the lifts.

Lump Of Meat

Pick up the lump of meat just before the Crystal Waterfall. When the Armoury approaches, throw it to lead him in the opposite direction.

The Crossbow

When you've taken Dora to the Prince for a kiss, he rewards you with the crossbow. Use this to fight the Trolls guarding their castle.

Dynamite

Collect the dynamite from the bottom of the Pirate Ship. Use it to blow the rocks away and clear your pathway through to the dragon in the mines.

Crowbar

Grab the crowbar from Bridge Street and use it to open the trap door in the Pirate Ship. You're now able to drop down and collect the winch handle.

Winch Handle

You need the winch-handle and winch-wheel from the pirate ship if you wish to open the gates to Cloud City (Why don't these people have a doorbell?).

Star Plant, Mushroom & Bottle

Throw these three items into the cauldron in Grandpa Dizzy's house . The three items together make the medicine to cure Grandpa Dizzy

Barrel Of Rum

Use this to bribe the old Pirate Captain. He runs off with his new found prize, allowing you to board his ship and enjoy a rather thrilling time aboard.

Umbrella

Grab the umbrella from Castle Street. You can use it to protect you from the flying lava pits situated deep inside the old Mines.

The Axe

Take the axe from the Mines and break the bridge just to the right of the mine entrance to drop down into the pool and collect the cymbals.



Use the spanner from the right hand side of the Mine to repair the broken lift machine. You can now use the lifts in this zone.

Get the dragon egg from Grandpa Dizzy and take it to this fire-breathing dragon. He exchanges it for the Golden Shamrock.

Use the Umbrella here to protect yourself against the fireballs which fly out of the lava pits below the bridges. The other route past is to run across the bridge and time your moves to pass them once they've sunk back into the lava.

Place the Dynamite from the Pirate Ship at the end of the wire, then activate the plunger to blast the rocks out of your path. Make sure you stand well back when you activate the plunger to avoid being caught in the blast.

Use the chair to reach the D.I.Y bridge kit, allowing you to cross the large pit in the graveyard. Make sure you don't fall down onto the rat below.

Try leaping up into the unknown to make your way onto the higher levels. You must also visit the fireplace to collect a hidden star.

It's only possible to visit the castle once, so make certain you collect every one of the magic stars while you're there. Some of them are on these higher ledges, and can only be seen when you're on the same level.

This is the winch-wheel. You need this and the winch handle to open the portcullis to the Troll Castle in Castle Street.

Throw your rope up to these hooks to swing your way across to the next mast on your journey to the winch-wheel.

The one thing to avoid above all others is this platform. If you walk too far to the right, the Pirate drops down from above and makes you walk the plank into a very tricky, watery game.

Grab this apple to replenish any lost energy.

Try to avoid the energy-sapping acid drops as you work your way across the bottom level.

Use the crowbar to open these wooden doors and gain access to the winch-handle below.

Collect the dynamite from this corner of the ship to aid you deep inside the Mine.

Game Genie

Welcome to another journey into the world of the Game Genie. This month we present some codes for one of this year's surprise hits on the Mega Drive, *Micro Machines*. You can also take to the fairway with confidence helped by *PGA Tour 2* codes.

GREENDOG

- **ATNT-AA4E** Infinite lives
- **GACA-CAC4** Cola restores energy completely
- **ABYA-CAAN** Spikes don't hurt
- **AD8A-AACL** Fish are harmless
- **AC6A-AABG** Birds aren't a danger
- **AYNA-BE5Y** Start on ancient Aztec Crypts
- **A6NA-BE5Y** Start on Mustique level
- **BJNA-BE5Y** Start on Curacao level
- **BNNA-BE5Y** Start on Underwater Crypts of Curacao
- **BYNA-BE5Y** Start on Skateboard Level 1
- **B2NA-BE5Y** Start on Jamaica level
- **B6NA-BE5Y** Start on Skateboard Level 2.
- **CENA-BE5Y** Start on Saba level
- **CJNA-BE5Y** Start on Crypts after Saba
- **CTNA-BE5Y** Start on St. Vincent level
- **CYNA-BE5Y** Start on Skateboard level three

PGA TOUR GOLF 2

- **REZA-86YY** MASTER CODE MUST BE ENTERED
- **PZYT-BNVE** Three penalty-strokes for hitting a water hazard
- **PZYT-BJVE** Two penalty-strokes for striking wate.
- **AKYT-AA3E** No penalty-strokes for falling foul of water
- **B8PA-AADL** 14 clubs plus putter in set
- **CCPA-AADL** 15 clubs plus putter in set
- **CGPA-AADL** 16 clubs plus putter in set



MICRO MACHINES

- **REHA-A60N** Infinite lives in four-man race
- **REET-A6Y6** Infinite lives in head-to-head race
- **AEFT-AAH4** You qualify for next race only if you win
- **ANFT-AAH4** You qualify for next race if you're third or better
- **ATFT-AAH4** You always qualify for next race
- **AEGT-AAC8** You get to time-trial every time you win a race
- **RYXT-A61R** Infinite time on Ruff Trux time-trial
- **SAHA-BAXW** Winning Ruff Trux time-trial gains you eight extra lives
- **AKHT-AAH0** Each race lasts one la.
- **APHT-AAH0** Each race lasts two lap.
- **AZHT-AAH0** Each race lasts four laps
- **BBHT-AAH0** Each race lasts seven laps
- **NZHT-AAH0** Each race lasts 100 laps
- **BA7T-AA34** Each race lasts infinite laps (head-to-head races only)

KING'S BOUNTY

- **R17A-R6V0** MASTER CODE MUST BE ENTERED
- **VCWT-FGFW** Start with 5000 days left
- **AKCT-AA6G** Days left never decrease

Leadership

- **LCWT-FZ56** Start with leadership for Sir Crimsaun at 250
- **9LWT-EJ56** Start with leadership for Lord Palmer at 250
- **NWWT-FZ58** Start with leadership for Tynnestra at 250
- **9LWT-F2M8** Start with leadership for Mad Moham at 250

Commision

- **7CWTF56T** Start with commission for Sir Crimsaun at 65000
- **7CWTF56** Start with commission for Lord Palmer at 65000
- **7CWTF56Y** Start with commission for Tynnestra at 65000
- **7CWTF560** Start with commission for Mad Moham at 65000

Gold

- **7CWTF56J** Start with gold for Sir Crimsaun at 65000
- **7CWTF56L** Start with gold for Lord Palmer at 65000
- **7CWTF56N** Start with gold for Tynnestra at 65000
- **7CWTF56R** Start with gold for Mad Moham at 65000

SPELL-CAPACITY

- **ARWTEJ6A** Start with spell-capacity for Sir Crimsaun at 100
- **NWWTEEEA** Start with spell-capacity for Lord Palmer at 100
- **ALWTEJ6C** Start with spell-capacity for Tynnestra at 100
- **NWWTELEC** Start with spell-capacity for Mad Moham at 100

Spell Power

- **AGWTFENE** Start with spell-power for Sir Crimsaun at 100
- **NWWTECEE** Start with spell-power for Lord Palmer at 100
- **ACWTEJ6G** Start with spell-power for Tynnestra at 100
- **NWWTEEEG** Start with spell-power for Mad Moham at 100

Army Codes

- **AMBAAA84** Recruiting does not reduce population
- **AKWACA9Y** Recruitment and boat rental are free
- **RGNAA6YY** Armies work for free
- **AKCTAA6G** Days left never decrease
- **2AXTDCTG** Never lose control of an army
- **1XYTBGR2** Use these two codes to always
- **8XYTAAG4** have 500 troops in each army in battle

BUCK ROGERS: COUNTDOWN TO DOOMSDAY

- **R19T-86ZY** MASTER CODE MUST BE ENTERED
- **JAJT-AEYN+ B6JT-AAEL** Start with 1,000,000 credits.
- **AKXT-CA5A+ BKYA-CA8T** Everything is affordable and free
- **AM6T-AA4W** You can move infinite spaces in battle
- **BK0A-BA6T+ REDA-A6XY** All attributes in character creation are 20
- **STFT-BLDA+ PAFT-AADC** Hit points init to 104 in character creation.

REVENGE OF SHINOBI (Sega Classic)

- **ACSA-BA86** Infinite lives
- **BMTT-GA4L** Infinite shurikens
- **BXTA-GA7E** Infinite energy
- **AANT-CAAJ** Bombs and enemy bullets do not hurt
- **ARHT-AAC0** Start in District 2, level 1
- **A4HT-AAC0** Start in District 3, level 1
- **BGHT-AAC0** Start in District 4, level 1
- **BWHT-AAC0** Start in District 5, level 1
- **B8HT-AAC0** Start in District 6, level 1
- **CLHT-AAC0** Start in District 7, level 1
- **C0HT-AAC0** Start in District 8, level 1

ECCO THE DOLPHIN

- **AKRT-JA64** Almost infinite air
- **AL2A-JA7L** Use these three codes
- **ALZA-JA5Y** to be protected from
- **AAVT-NAFC** most enemies
- **HCBT-LAEW** School of fish restores energy completely
- **SW2A-KGPJ** Use these two codes to gain energy
- **HC2A-JAFL** from your enemies instead of losing it
- **SW2A-KGPJ** These three codes will
- **TC2A-JGFL** allow you to gain air
- **E42A-JAFN** whenever you touch an enemy

TINY TOON ADVENTURES

- **ATYT-AA5Y** Infinite lives
- **ACZT-BA8E** These two codes will
- **ADTA-AAXY** make you almost invincible
- **ABHA-AANJ** Buster jumps super high
- **AJWA-AA86** Use a helper with out losing him
- **ABWT-BJAE** Crystal prize pro vides much
- **ABWT-BJAT** more invincibility



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Buyers' Guide

The buyer's guide is updated every month to take in last issue's reviews, so, if you're thinking of purchasing an older title or an import game that has just gone official then you should head here first!

arcade games

Coin-op conversions and mixed-genre games make these games the most action-packed around. *Dragon's Fury* leads the pack with 93% — what could be more arcade-like than pinball? — its closest competitors floundering in the low 80s.

GAUNTLET IV
TENGEN. £39.99. Tel 0604 790795 79%
The fourth incarnation of the all-time classic arcade game. Allows you to use the four-play multitap and includes other new features, such as a battle mode and a statistics option. A decent game that's well worth a look.

MAKE MY VIDEO: INXS
DIGITAL PICS. £44.99. Tel 0425 616705 37%
Not a typical arcade game, but fits no other category. Use three video screens and effects such as freeze and dice to produce videos to please a bar full of young INXS fans. It's a dull, repetitive game that will appeal only to die-hard fans.

ALISIA DRAGOON
SEGA ● £19.99 ● Tel 071 373 3000 78%
A magical wench, unleashing thunderbolts and teaming up with little dragons to save a fantasy world. Plenty of good ideas and not enough enemies, but a bargain at this price.

AMERICAN GLADIATORS
GAMETEK ● £39.99 ● Tel 0101 305 935 3995 47%
Compete against the Glads or some friends in six events, including The Assault, Atlasphere and Joust. For die-hard fans of the series only.

BALLJACKS
SEGA ● £TBA ● Tel 071 373 3000 37%
Imagine, if you will, a game about mechanical crabs, conveyor belts and steel balls. Done that? Good! Now imagine hugely shallow gameplay, no variation and ropey sound. *Balljacks* is a classic example of an original idea becoming a barely-playable mess.

BATMAN
SUNSOFT ● £39.99 ● Tel 010 1714 8914500 79%
Based on the much-hyped Tim Burton movie of a few summers ago, its graphics are as dark and grim as the real thing. Platform, beat-'em-up and racing elements keep you busy but it's a bit easy.

BATMAN RETURNS
SEGA ● £49.99 ● Tel 071 373 3000 67%
The Bat's back — as are the murky visuals. The Caped Crusader is slow and a devil to control, gameplay's repetitive but there's a challenge this time.

BATMAN RETURNS (CD)
SEGA ● £39.99 ● Tel 071 373 3000 83%
The striking CD soundtrack isn't enough to bolster the platform sections, which are identical to those in the cart version. However, the added racing sections are fast, smooth and realistic, the first time 3D this good has been seen outside the arcades. An attractive proposition.

BATMAN: REVENGE OF THE JOKER
SUNSOFT ● £39.99 ● Tel 0101 714 891 4500 60%
The laughing one has henchsprites everywhere — a pity he doesn't appear more often himself — but the blue 'n' grey comic version Batman has a multi-purpose Batarang. It's monotonous and *tough*. Some good graphics, though.

BATTLETOADS
TRADEWEST ● £39.99 ● Tel 0101 903 874 2683 56%
Pimple the Battletoad has been captured and one or two toad colleagues launch a rescue. Various types of level and colourful graphics are commendable but it starts very difficult and gets tougher! Platform fans looking for a challenge should check this out.

CHESTER CHEETAH
KANEKO ● £39.99 ● Tel N/A 61%
As the 'too cool to fool' feline, negotiate five areas of a zoo and search for motorbike parts. Comical animals help and hinder but awful controls really screw it up. There are some good ideas but the package doesn't grab you.

CLASSIC ARCADE COLLECTION
SEGA (CD) ● £42.99 ● Tel 071 373 3000 66%
One winner — the original *Streets Of Rage* — but *Columns* has had its day, *Revenge Of Shinobi* is middle-of-the-road and they've taken the two-player option from *Golden Axe*.

CRUEBALL
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 62%
Motley Crüe music and aggressive metallic graphics but (or should that be 'so'?) this is a dull pinball table. Few bumpers and ramps, progress is slow. Buy the next game...

DRAGON'S FURY
TENGEN/DOMARK ● £39.99 ● Tel 081 780 2222 93%
Three smooth-scrolling screens of mystical pinball 'table' are haunted by monks, undead soldiers and a transforming enchantress. Thumping good sounds and fast, realistic ball movement bring it to life, and with a host of bonus rooms, you'll flip over the lastability!

DJ BOY
SEGA ● £39.99 ● Tel 071 373 3000 32%
As the Boy, skate and bash through levels to rescue the missus. Graphics are drab, effects similarly basic and controls are unresponsive. Available for years on import, it's terribly old fashioned and deathly dull.

GADGET TWINS
IMAGITEC ● £39.99 ● Tel 0101 305 935 3995 80%
Bop and Bump take to the skies to find their king's gem, collecting coins in order to buy better baddie-bashing gadgets. Bright, cartoony graphics give the illusion of a child's game but a big challenge and superb two-player option prove otherwise.

GREENDOG
SEGA ● £39.99 ● Tel 071 373 3000 72%
Greendog dodges animals or stuns them with a frisbee as he searches for the Lost Surfboard of the Ancients. He travels on skates or skateboard on alternate levels, adding flavour to a so-so cart. This is one surf dude worth hangin' out with.

MAKE MY VIDEO: KRIS KROSS
SONY ● £44.99 ● TEL 0101 310 858 3777 78%
Not exactly arcade, but it doesn't fit any category. Use three video screens and effects such as strobe and slice to recreate videos requested by a radio/video show's 'listeners'. If you like the band, you'll love it, otherwise interest soon palls.

MARBLE MADNESS
ELECTRONIC ARTS ● £34.99 ● Tel 0753 549442 77%
Weird geometric landscapes are the home of weirder creatures, all out to stop the marble. It's a race against time — and sometimes a second player. Graphics are unusual but effective, controls and gameplay are unique. If only there were more levels...

NINJA WARRIORS (CD)
TAITO ● £49.99 ● Tel 0101 708 520 9280 48%
The arcade game had three screens of army-bashing antics and meaty music pumping out of massive speakers. This has laughably poor animation, a restrictive two-player option and tacky soundtrack. Gameplay's dated and dreary.

HAUNTING
ELECTRONIC ARTS ● £44.99 ● Tel 0753 549442 75%
One of the stranger sides of EA's vast library. *Haunting Starring Polterguy* has you going around various houses scaring the pants off of the family. The tricks are pretty funny to begin with while the graphics aren't too bad, but it does eventually become a little repetitive.

OUTLANDER
MINDSCAPE ● £39.99 ● Tel 0444 246333 63%
In a post-nuclear world, hit the road... slowly, and nudge and shoot bikers. There's a neat inset screen which is used to line up a shotgun with targets but this partly causes the slowdown. The action switches to scrolling beat-'em-up when you enter a village. An average *Mad Max* crash 'n' bash.

PAC-MANIA
DOMARK ● £29.99 ● Tel 081 780 2222 71%
Pac-man gets an update, receiving three-dimensional mazes and a jumping ability. Gameplay's simplistic but highly playable, helped by a nicely-shaded Pac sphere and toe-tapping music. Wonderful semi-nostalgia.

PAPERBOY
DOMARK ● £39.99 ● Tel 081 780 2222 50%
The coin-op wowed punters when it first appeared, but without the handlebars and speech, the conversion disappears into the crowd. Trundle along diagonally-scrolling streets, throwing papers into mail boxes and avoiding odd people. Graphics and sound are quite close to the coin-op but the gameplay's novelty soon wanes.

PAPERBOY II
DOMARK ● £39.99 ● Tel 081 780 2222 55%
More of the same, but you can choose your sex and launch papers both left and right — though this is unneccesary on individual sections. Lots of great speech provides laughs but gameplay's strictly limited.

ROCKET KNIGHT ADVENTURES
KONAMI ● £TBA ● Tel 081 429 2446 79%
A wallaby with a jet-pack takes Luke Skywalker's role in a pseudo *Star Wars* tale. Cute graphics as the hero swipes enemies and explores cleverly-designed levels. Another winners from Konami.

ROLLING THUNDER 2
SEGA ● £39.99 ● Tel 071 373 3000 79%
Become Secret Agent Leila or Albatross and infiltrate enemy bases, pumping adversaries full of lead and ducking into doorways. Large, realistically-animated sprites, tough but playable.

SAINT SWORD
TAITO ● £39.99 ● Tel 0101 708 520 9280 65%
Hack your way along levels and transform into a centaur, birdman or fishman! It's a great idea and so a pity it's been wasted. Collision detection's cruel but short, dull levels mean you won't care. Reasonable graphics, few effects.

TOXIC CRUSADERS
SEGA ● £39.99 ● Tel 071 373 3000 61%
Choose Toxie himself or one of his colleagues and become a Crusader (or two) and run then skate along six levels, bashing baddies and collecting power-ups. Although some sprites are well formed, repetitive gameplay, iffy collision detection and bad control response send this to an early grave.

TOYS
ABSOLUTE ● £39.99 ● Tel N/A 50%
'Recreate' the Robin Williams movie by marching a mechanical sprite around a bland factory, collecting good toys and setting them against bad ones. There's a shoot-'em-up section but you have to struggle through three similar ones to reach it. Mediocre in all departments.

X-MEN
SEGA ● £39.99 ● Tel 071 373 3000 82%
From Marvel's top-selling comics, Wolverine, Cyclops, Gambit and Nightcrawler enter various scenarios before facing their nemesis, Magneto. Although animation's poor in places, both sprites and backgrounds are faithful to the originals. X-Men offers real comic-book excitement and a big challenge.

arcade adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Three of the winners — *Prince Of Persia, Another World* and *Flashback* — sport the best MD animation ever.

ALEX KIDD – ENCHANTED CASTLE
SEGA ● £19.99 ● Tel 071 373 3000 37%
Explore Paperock Planet, battling and chatting to various characters. Games of Paper, Scissors, Stone earns items to help you. Bland MS-like graphics, naff scrolling, forgettable effects, poor controls and insipid gameplay.

ANOTHER WORLD
VIRGIN/DELPHINE ● £39.99 ● Tel 081 960 2255 91%
An experiment gone wrong sends Lester to another world. Armed with his wits, a gun and stunning polygon animation, he tackles its dangers. Sharp reflexes and a sharp mind are required to conquer this atmospheric epic.

BART VS THE SPACE MUTANTS
FLYING EDGE ● £39.99 ● Tel 0962 877788 91%
Eek! The Space Mutes are plotting to take over the Earth! Only Bart Simpson knows of their plot so is out to save the day. He first uses a spray can and ingenuity to spoil the items they need. Neat sprites, bubbly muzak, Bart samples and guest appearances by other *Simpsons* characters polish up this engaging cartoon-like adventure.

ECCO: THE DOLPHIN
SEGA ● £39.99 ● Tel 071 373 3000 91%
The dolphin's chums have been 'napped. Ecco explores, consults glyphs and uses sonar to stun opponents. Superbly drawn and animated graphics, evocative sounds and a strangely soothing challenge.

FLASHBACK
US GOLD ● £39.99 ● Tel 021 625 3366 93%
Conrad's travelled to an alien planet to thwart their Earth-conquering plan. Many objects are collected and places visited, all richly coloured. Animation and attention to detail are unbelievable. The best of its kind.

JURASSIC PARK
SEGA ● £39.99 ● Tel 71 323 3000 79%
Game of the film time and , while this isn't really awful, it doesn't really take advantage of the film. A good idea, with the ability to be able to control either man or monster which adds to the lastability.

NIGHT TRAP (CD)
SONY ● £54.99 ● Tel 0101 310 858 3777 74%
Controversy time! Scan different sections of a house and trigger traps to defend young women. It's a repetitive matter of finding enemy after enemy, but the sound's great and digitised video pleasing. No violence or nude

PRINCE OF PERSIA (CD)
BRODERBOUND ● £44.99 ● Tel N/A 69%
What else but save the princess? There's a good intro and a great set of authentic eastern tunes but the graphics are mediocre for a CD game and it doesn't play as well as the Master System version. Let the damsel croak.

SHADOW OF THE BEAST
ELECTRONIC ARTS ● £19.99 ● Tel 071 373 3000 54%
Traverse scrolling plains and vast caverns to find your loathed master. Keys, potions and weapons are collected, although fists are often used. Parallax scrolling and detailed sprites don't increase lastability.

SHADOW OF THE BEAST II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 68%
The hero, human once more, is in search of his sis. Enemies are dispatched with a ball and chain, objects are found, used and traded. Graphics and sound are impressive but gameplay's tough and puzzles are obscure.

SWITCH (CD)
SEGA ● £49.99 ● Tel N/A 75%
Become a cute Japanese character and press buttons to trigger wacky, surreal and often hilarious actions. That's about all, except too many wrong choices results in the demolition of a famous monument! A weird novelty game.

TIME GAL (CD)
WOLFTEAM ● £40.00 ● Tel N/A 70%
To help guide Gal through time, react to globes at the screen's edge. Japanese cartoon action portrays dinosaurs, WWII planes, pirates, sharks and the undead. Great fun but, like most cartoon-based CDs, sadly limited.

TOEJAM & EARL
SEGA ● £19.99 ● Tel 071 373 3000 90%
Three-legged ToeJam and fat Earl have crash-landed on a particularly weird part of Earth. One or two players search for parts of their ship while gathering 'presents' which fend off adversaries. An astonishing array of wacky sound samples and cartoon graphics make it a feast for the senses. Weird — but cool!

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 81%
As an Acme detective, search for Carmen and her henchmen. An icon-driven control system's used to gather clues which lead to various locations. Digitised pics and cartoon sprites but it's the deductive gameplay that hooks.

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 79%
Use the enclosed encyclopaedia to find clues to historic times and places. A pointer system enters clues to narrow down and capture suspects. Graphics are bland but 80 missions keep you busy and teach you a few things, too.

buyers' guide

WONDERBOY V
SEGA ● £39.99 ● Tel 071 373 2222 — 84%
'Boy explores Monster Land in arcade sections, slaying monsters to earn money for weapons, magic spells and items. A relaxed pace but the mixture of arcade and RPG works well. Battery backup keeps you going.

beat-'em-up

If inflicting black eyes, bruises and broken limbs is your idea of fun, there's sure to be something here you'll enjoy. Several involve platform sections but body blows are king.

CYBORG JUSTICE
SEGA ● £39.99 ● Tel 071 373 3000 — 60%
Bash mechanoids' bolts. A number of robot-rattling options, including 'build your own', and superb animation, but gameplay's as repetitive as the backgrounds and flat as the effects. Try but don't buy.

DOUBLE DRAGON
BALLISTIC ● £29.99 ● Tel 081 877 0880 — 39%
Jimmy and/or Billy Lee pound through thug after thug, level after level, to rescue their favourite girl. It doesn't take them long because *DD*'s easy, not to mention outdated.

DOUBLE DRAGON II
ACCLAIM ● £39.99 ● Tel 0962 877788 — 70%
Jimmy and brother go in search of magical gems which bring people back from the dead — pretty handy, especially as Jim's girl is currently corpse-like. Great graphics and sound but limited moves and repetitive gameplay spoil this scrolling bash-'em.

FATAL FURY
SEGA ● £39.99 ● Tel 071 373 3000 — 79%
From eight ugly, muscly streetfighters, one-on-one bouts are arranged, *Street Fighter II* fashion. Graphics are impressive — massive characters but minimal slowdown — and moves take time to master. The computer's a good opponent but a second player's better.

FINAL FIGHT (CD)
CAPCOM ● £49.99 ● Tel N/A — 86%
The original arcade machine can be yours! Just go out and buy yourself a copy of this smart game... and a Mega-CD, if you haven't got one. Big, colourful sprites, special moves, all the coin-op's levels plus an extra bridge section, but isn't as good as *Streets of Rage II* or *Mortal Kombat*.

FISTS OF STEEL
SAGE'S CR. ● £44.99 ● Tel 0101 415 346 2278 — 29%
A crusty coin-op featuring cute dwarven fighters. But their animation is pitiful (two frames per action) and FX are dreadful. There are only two moves and you can't retaliate once an opponent starts laying in. A loser.

GOLDEN AXE II
SEGA ● £19.99 ● Tel 071 373 2222 — 88%
One or two players become a barbarian, dwarf or Amazon woman to retrieve the axe. Basically the same as the original but with tougher, faster enemies and controllable magic level. Not massive but a lot of fun for two combat fans.

KING OF THE MONSTERS
SEGA ● £39.99 ● Tel 071 373 3000 — 62%
Become a Godzilla lookalike, rock creature, mutated insect or giant superhero and mangle Japanese towns while battling another monster from the list. An energy barrier keeps the duo in check and icons eventually power you up in awesome fashion: your sprite changes colour. Frivolous graphics for frivolous gameplay but it passes a few hours.

LAST BATTLE
SEGA ● £19.99 ● Tel 071 373 3000 — 22%
One of the first MD games — and it shows. Standard walk and punch gameplay, few moves and awful sound, *Last Battle* is the standard reply to 'What's the worst game you've played?'

MAZIN SAGA
SEGA ● £39.99 ● Tel 071 373 3000 — 67%
In a post-apocalypse world, command the Mazinger-Z armour in *Golden Axe*-style levels, switching to *Street Fighter II* one-on-one at the end of each. Graphics are amazing: the massive dinosaur foot and skeleton are huge and the *SF*-like sections are superbly animated. Gameplay lacks 'oomph'.

MORTAL KOMBAT
ACCLAIM ● £49.99 ● Tel 0962 877788 — 94%
Choose one of seven flamboyant characters, enter the shaolin tournament and kick ass! The inclusion of the blood 'n' guts code makes this the hardest-hitting as well as one of the most playable beat-'em-ups on the market — seeing a character's spine ripped out or head explode is a shocking but satisfying experience.

PIT FIGHTER
DOMARK/TENGEN ● £49.99 ● Tel 081 780 2222 — 79%
Become Buzz, Kato or Ty and fight down and dirty with ten fighters. Digitised graphics and sound add realism as you pound the controls, learn moves and grab handy objects.

KANEKO ● £39.99 ● Tel 0101 708 808 1370 — 57%
A *Street Fighter II* wannabe. In one-player mode, you're stuck as Joe, and there are few moves. It's too easy but there are plenty of options and graphics are crisp and smooth.

SPLATTERHOUSE 2
SEGA ● £39.99 ● Tel 071 373 3000 — 41%
Transform into a steroid-poppin' psycho to rescue your girlfriend. A variety of horrific beasts attack; retaliate with fists, feet, and later staffs, bones and chainsaws. Go for *Mortal Kombat* for playability as wella s gore.

STREETS OF RAGE II
SEGA ● £44.99 ● Tel 071 373 3000 — 93%
The best Sega beat-'em-up got better — and meaner. The four heroes — Axel, Blaze, Skate and Max — have many moves and several objects to maim the mobsters. A massive 16 *Meg* memory allowed the programmers to use big, fast sprites, parallax scrolling, brilliant music and sampled effects. An epic bone-crusher.

TMNT: THE HYPERSTONE HEIST
KONAMI ● £39.99 ● Tel 081 429 2446 — 81%
Konami's first MD game is nothing amazing (it *is* only the Ninja Turtles, after all) but the cartoon graphics, manic sounds, sense of humour and frantic action are enough to keep anyone happy — unless they select *Easy* mode, which certainly lives up to its name.

WWF WRESTLEMANIA
ACCLAIM ● £39.99 ● Tel 0962 877788 — 75%
Grappling fans are well catered for, with one-on-one, tag team, tournament and Survivor Series matches and eight WWF wrestlers, including the highly predictable Hulk Hogan and remarkably jocular Undertaker. Slick presentation, big sprites and many moves put Wrestlemania in your hands.

flight sim

Get away from it all. Fly into the blue and above the clouds, relax... before pumping several dozen rounds into an unsuspecting enemy fighter! Not much choice at the moment but a growing genre.

F22 INTERCEPTOR
ELECTRONIC ARTS ● £39.95 ● Tel 0753 549442 — 80%
F22 takes the complication out of flying — you automatically refuel and don't take off/land, unless you choose otherwise. What's left is fast action and lots of it. Slick 3D and good FX put you in the picture.

LHX ATTACK CHOPPER
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 91%
An Apache also at your disposal, missions involve many vehicles, weather conditions and strike times. Impressive external views and rockets/explosions. Tests your nerve and noddle.

MIG-29
DOMARK ● £39.99 ● Tel 081 780 2222 — 84%
Take a MiG on five varied combat missions around the Middle East. The polygon graphics are detailed and fairly fast, the soundtrack's great and pull-down menus easily used. Realism and depth for your money.

STEEL TALONS
TENGEN ● £39.99 ● Tel 081 780 2222 — 62%
Pilot an Apache attack helicopter on 12 missions in an attempt to earn Steel Talons membership. Good vector graphics but perspective and occasional sluggishness puts you off. Uneventful; missions are easy to give up on.

platform

Conquer villains and strange lands in leaps and bounds. A range of styles is represented here, from the strategy of *Humans* to *Captain America*'s heroics and aquatic antics of *The Little Mermaid*.

THE ADDAMS FAMILY
ACCLAIM. £44.99. Tel 071 344 5000 — 72%
Guide Gomez around the family mansion and rescue the rest of the gang from the evil Abigail Craven. A nice touch allows you to choose which level to take on next. A well-presented platformer with the bonus of a kookey theme.

B.O.B
EA ● £44.99 ● Tel 0753 549442 — 82%
Stranded on Goth, B.O.B uses weapons and special gadgets to escape. Silky-smooth graphics, crystal-clear sound and a huge chunk of humour make their mark. Lack of restart points is a pain but still an outstanding cart.

BONANZA BROS
SEGA ● £19.99 ● Tel 071 373 2222 — 78%
As Robo and/or Mobo, break into buildings, collect swag and shoot or stun guards. This wacky coin-op conversion features unusual Lego graphics and neat cooperative gameplay. Original, fast-paced fun.

BUBSY
ACCOLADE ● £39.99 ● Tel 081 877 0880 — 84%
The bobcat's a superbly defined and animated sprite as he collects yarnballs from ugly aliens who need the fibrous spheres to fuel their space craft. Gameplay's fast and fun, tricky sections balancing out easy ones and passwords after every third level.

CAPTAIN AMERICA
DATA EAST ● £39.99 ● Tel 0101 408 286 7080 — 80%
Choose from four of Marvel Comics' squeaky-clean Avengers — Iron Man, The Vision, Hawkeye and Cap — then use fists and weapons to tackle the Red Skull's thugs and super-accomplices. A suitably bright, cartoon-like, energetic game, it has loads of wacky speech. Lastability is dubious but the two-player mode restores the balance.

CAPTAIN PLANET
SEGA ● £39.99 ● Tel 071 373 3000 — 45%
Clear levels of eco-problems using one of five green Planeteers then combine their power to create Captain Planet. Mediocre graphics and sound, unreasonable controls and repetitive levels, but a considerable challenge.

CHAKAN
SEGA ● £39.99 ● TEL 071 371 3000 — 62%
Doomed to eternal life until he rids Earth of supernatural evil, use Chakan's twin swords to do just that. Controls are awkward, levels play and feel the same. Moody graphics, lukewarm gameplay.

CHIKI CHIKI BOYS
CAPCOM ● £49.99 ●TEL 0101 4087 270 4000 — 83%
Sword-swiping Chiki Boy becomes Flying and Sea Chiki in certain sections of this typically Japanese, cute and colourful romp. Varied graphics, plenty of hidden extras and tough levels, but the import price almost kills it.

CHUCK ROCK
VIRGIN ● £39.99 ● Tel 081 960 2255 — 88%
Chuck's main weapon against five levels of dinosaurs is his 'belly-butt' — he takes a deep breath and lets all the flab go! Chuck also uses rocks as stepping stones and to kill baddies, but some dinos lend a hand. Cheerful graphics, vertical and leftward sections and puzzle elements make this highly playable.

CHUCK ROCK (CD)
SONY ● £42.99 ● Tel 0101 310 858 3777 — 74%
Graphics have been redrawn for CD but aren't greatly different. The sounds are disappointing and gameplay's the same. As much fun as the cart original but a pretty pointless exercise.

COOL SPOT
VIRGIN GAMES ● £39.99 ● Tel 081 960 2255 — 86%
The red dot from 7-Up cans has to rescue spotty chums. Fizz-blasts dispatch crabs, mice, frogs and birds, small spots give essential coolness till the cool character's hip enough to open the cage. Very slick but too similar to the superior *Global Gladiators*.

DECAPATTACK
SEGA ● £39.99 ● Tel 071 373 3000 — 80%
Become a Mummy and use its heads to free an island! One head extends from the stomach, the other's found under a rock then thrown, boomerang fashion. Power-ups aid the quest against equally strange adversaries. The idea and graphics are great but it's too easy.

EX-MUTANTS
SEGA ● £34.99 ● Tel 071 373 3000 — 85%
As Ex-Mutant Ackroyd or Shannon, hack into mutants and rescue your mates from a slimy mutant boss. Comic-book graphics and cool sampled sounds complement easy-to-get-into, hard-to-master gameplay.

FANTASTIC DIZZY
Codemasters ● £39.99 ● Tel 0926 814132 — 64%
Despite being very popular on other formats, we felt that Dizzy didn't really cut the mustard on the Mega Drive. The gameplay can become a tad laborious, while the small and cute graphics just didn't impress.

THE FLINTSTONES
SEGA ● £39.99 ● Tel 071 373 3000 — 87%
Fred's family and friends have lost various items and it's down to him to recover them. He clubs dinosaurs and clings to ledges, later travelling by car and train. Levels show imagination and humour. Great cartoon graphics and engaging action, but the famous *Flintstones* theme is somewhat grating.

GALAHAD
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 77%
Galahad's a vulnerable chap — *anyone* would be, set against these tough monsters. There's a neat selection of swords and armour but not enough continues. Gameplay grows on you, perhaps not quick enough, but you will soon find yourself enjoying the game. Not first choice, but probably worth having a go at anyway.

GLOBAL GLADIATORS
VIRGIN ● £39.99 ● Tel 081 960 2255 — 93%
Mick and Mack love The Global Gladiators, a pair of right-on comic heroes. While sitting in a burger bar, Ronald McDonald uses his magic to transform them into said Gladiators. Detailed foregrounds, neat graphical effects, slick presentation, wacky sprites and sounds. The eco-friendly gameplay's just as good. One of the most addictive platformers there is.

HOME ALONE
SEGA ● £39.99 ● Tel 071 371 3000 — 62%
As loveable home-alone Kevin (well, would *you* take Macaulay Culkin on holiday with you?! Thought not), sledge around outdoors, invent weapons from household objects and set burglar traps. Good options and sound but gameplay's very repetitive. Original but flawed.

HOOK (CD)
SONY ● £49.99 ● Tel 0101 310 858 3777 — 66%
Now you're a middle-aged lawyer, first convince Never Land's Lost Boys you're really Peter Pan then go in search of nasty old Captain Hook and your kids. You're armed with a sword and gather fairy dust for temporary flying abilities. The soundtrack's amazing — the best we've heard. Gameplay's difficult and offers nothing new.

HUMANS
IMAGITEC ● £39.99 ● Tel 010 305 935 3995 — 83%
Using different implements and types of caveman, traverse from platform to platform till the end of the level where a new invention awaits. Sounds simple but *Humans* is a unique brain-bending platform game.

INDIANA JONES AND THE LAST CRUSADE
US GOLD ● £39.99 ● Tel 021 625 3366 — 83%
As punching, whipping, leaping Indy, work your way through five levels to retrieve the Holy Grail. You start in caves, looking for a cross (remember it from the Indy-as-a-boy scout section of the movie?), then run across the top of a train (ditto) and move on. Platform puzzles, blandly-coloured but well defined sprites, crisp FX and a sizeable challenge.

JAMES BOND: THE DUEL
DOMARK ● £39.99 ● Tel 081 780 2222 — 80%
One of 007's worst enemies has kidnapped Prof Jones. First on a tanker, Bond finds hostages and bomb parts then tackles Jaws. Crisp graphics, nice sounds and four tough levels make Bond's mission a success.

JAMES POND II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 88%
As the cyborg Pond, negotiate countless screens in a bid to save Christmas. Pond squashes himself into a ball to kill enemies and stretches his mid-section to reach high platforms

JEWEL MASTER
SEGA ● £34.99 ● Tel 071 373 2222 74%
To free Mythgard from Jardine the Mad, use magic rings separately or combined for offence and defence. Backgrounds, sprites and sounds are all dull. Dumb assailants and samey gameplay. A wasted concept.

KID CHAMELEON
SEGA ● £39.99 ● Tel 071 373 2222 82%
Sucked into a video game, Kid headbutts blocks and jumps on monsters. A variety of masks give different identities and extra powers — a Samuria's sword, psychopath's axe, rhino's headbutt and so on. Kid's sprites give flavour till gameplay builds up and takes the lead. Enough to keep you busy.

LITTLE MERMAID
SEGA ● £34.99 ● Tel 071 373 3000 78%
Based on the feature-length Disney cartoon so no violence here. You have to play music to scare away sea creatures as you search for merpeople. When things get tough, call a fishy friend for help! Great graphics and soothing music set the Disney atmosphere.

QUACKSHOT
SEGA ● £39.99 ● Tel 071 373 3000 91%
Donald's on a globe-trotting treasure hunt and hops along platforms, 'plungering' enemies before plundering the goodies. Superb sprites and animation make this a joy.

RISKY WOODS
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 74%
As robed Rohan, rescue monks, negotiate platforms and gather weapons. Terrific graphics but temperamental controls and a tiring onslaught of enemies is irritating.

ROLO TO THE RESCUE
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549 442
93%
The elephant jumps on enemies and collects keys to free beavers, squirrels, moles and rabbits from McSmiley the Circus Master. Freed animals follow Rolo then use their distinctive talents individually. Cute, colourful graphics and deep, addictive platform action. A legend in its own buntime.

SNOW BROTHERS
TENGEN ● £39.99 ● Tel N/A 91%
Snow Bros' single-screen platform-hopping action is well cool! Enemies are iced into giant snowballs then rolled down slopes. Pick-up potions are essential as difficulty increases. Simple yet addictive.

SONIC 2
SEGA ● £39.99 ● Tel 071 373 3000 95%
A two-tailed fox helps Sonic speed around levels, collect rings and stop Robotnik. Play as Tails or in a two-player split-screen race. The bonus sections involve running down a twisting 3D tube; technically impressive and a lot of fun. Back-grounds are bright and smooth-scrolling, sprites are full of character.

STRIDER II
US GOLD ● £39.99 ● TEL 021 625 3366 83%
With laser sword and spider-like abilities, acro-batic Strider takes on impressive robotic adver-saries on the way to the Master's lair. Great speech, tough levels but versatile controls.

TALESPIN
SEGA ● £34.99 ● Tel 071 373 3000 68%
Baloo and little bear pal Kit are really crate! They've gotta find ten on each level and fire balls at baddies. An air battle breaks up simplistic yet frustratingly difficult gameplay. Pleasant graphics don't save it.

TAZ-MANIA
SEGA ● £39.99 ● Tel 071 373 3000 89%
Taz is an egg lover and hears a rumour of a valley where a species of legendary birds still live. Their yummy eggs in mind, Taz jumps, spins, growls and eats his way through levels. Authentic Warner Bros cartoon graphics with sounds to match really make this game. Although it's a touch easy, its originality and character make it a classic.

TINY TOON ADVENTURES
KONAMI ● £39.99 ● Tel 081 429 2446 91%
Buster Bunny and his wacky companions star in an ultra-slick mixture of *Sonic* and *Super Mario World*. It's as fast as it is addictive; you're hooked as soon as you start. One of the best.

TOKI
SEGA ● £19.99 ● Tel 071 373 2222 73%
Toki the Ape spits fireballs at enemies as he searches for his girl and a spell to restore his humanity. Happy music and good sprites spur things along, but although it's easy to get into, it gets repetitive.

WONDERDOG (CD)
CORE DESIGN ● £44.99 ● Tel 0332 297797 89%
WonderDog races through seven levels, throwing stars at odd animals. Wings, happy pills and bones are collected and secret levels found. Superb sprites and animation, smooth eight-way scrolling and hum-along CD sounds.

WORLD OF ILLUSION
SEGA ● £39.99 ● Tel 071 371 3000 91%
Mickey Mouse and Donald Duck use magic sheets to blow away assailants. Teamwork and special features help them. Superb sprites and animation, loads of tunes and addictive play are only tainted by relatively low lastability. Still, something of a classic.

puzzle games

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Sherlock's digitised video and Krusty's winning cartoon sprites!

CLUE
SCULPTURED SOFTWARE ● £39.99 ● Tel N/A 54%
'It was Professor Plum, with the candlestick, in the study.' Amusing graphic interludes and a variety of remarkably fitting tunes but you can't beat the real board game.

GREAT WALDO SEARCH
THQ ● £39.99 ● Tel 0101 818 591 1615 25%
Magnifying glass icon at the ready, search for scrolls and bonuses then the bespectacled drip in the scarf — Waldo. Even bearing in mind its for children, *Waldo*'s horribly simple and certainly not worth the asking price.

JEOPARDY
GAMETEK ● £39.99 ● Tel 0101 305 935 3995 40%
Well presented but questions soon repeat and have an American bias. Answers have to be entered letter by letter and spelling errors aren't excused; computer players aren't afflicted. Jolly music, though. Not that that makes the game worthwhile of course!

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE ● £39.99 ● Tel 0962 877788 93%
Krusty the Clown's house is overrun with vermmin so he enlists the aid of his friends, The Simpsons. Position blocks, tube sections, fans and springs to direct dumb rats, while using custard pies to kill patrolling enemies. Mind-scrambling puzzles, madcap platform action and hidden rooms to find.

LEMMINGS
SEGA/SUNSOFT ● £39.99 ● Tel 071 373 3000 81%
Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make *Lemmings* unmissable.

SHERLOCK HOLMES (CD)
ICOM/SLEUTH ● £44.99 ● Tel N/A 76%
Consult suspects and colleagues, travelling around Olde London as you do so, and reconstruct one of three crimes from the facts you glean. FMV and CD sound lend credibility and humour.

SHERLOCK HOLMES II (CD)
SEGA ● £49.99 ● Tel 071 373 3000 78%
Another trio of cases, but these are spread over two disk for clearer, smoother digitised scenes. A VCR-like controls are handy, but now we're used to the Mega-CD's capabilities it isn't such a wow

WHEEL OF FORTUNE
GAMETEK ● £39.99 ● Tel 0101 305 935 3995 62%
A tiled wall hides a (supposedly) familiar phrase. Spin the wheel to set a cash value and pick a letter. If it's in the phrase, the letter's revealed. Guess till your wrong or solve the puzzle. Dull sound, dull graphics, dull gameplay...

racing

Hands on the steering wheel, pedal to the metal. Jostle for position and lean into those corners. Swear when computer cars cut you up and steal the lead... Domark's *F1* is the best of the bunch but *Micro Machines* is almost as fun and more original.

SUPER MONACO GRAND PRIX 2
SEGA ● £34.99 ● Tel 071 373 3000 88%
The original was great, this is better. In addition to 16 'real' tracks, Senna designed two special tracks and had snippets of his speech digitised. Speed and scrolling are top notch and the car handles well.

CHAMPIONSHIP PRO-AM
T RADEWEST ● £39.99 ● Tel 0101 903 874 2683
70%
An angled aerial view scrolls to track remote control-style trucks. Steering's relative to the car so controls are confusing. Fun when mastered but tracks are samey.

F1
DOMARK ● £44.99 ● Tel 081 780 2222 92%
One of the fastest games on any system, the tracks shift smoothly and convincingly as you race against computer drivers or another player (split-screen), around one of 12 courses. This is the best of the genre.

FERRARI GRAND PRIX
FLYING EDGE ● £39.99 ● Tel 0962 877788 61%
Five control systems, five custom cars, choice of weather, two-player split-screen game, realistic race series... The game itself is plain and too unforgiving.

HARD DRIVIN'
TENGEN ● £34.99 ● Tel 081 780 2222 68%
Fast 3D graphics portray the wild tracks, cars and trucks in this accurate coin-op conversion. It's a race against time and the Phantom Photon but a mere two tracks mean it doesn't match up to today's standards.

JAGUAR XJ220 (CD)
CORE DESIGN ● £39.99 ● Tel N/A 65%
A split-screen display accomodates two players, if desired, and a track editor allows the position of your own curves, dips and obstacles. The soundtrack's brilliant but perspective and road movement are questionable — as is playability.

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 81%
A split-screen display from the traditional racing viewpoint where a selection of tracks and weather conditions await. The two-player game's simply brilliant and provides many laughs, so if you want a head-to-head racer...

MICRO MACHINES
CODEMASTERS ● £39.99 ● Tel 0926 814132 90%
Steer miniaturised vehicles around odd courses such as a breakfast table, bath and garden path, viewed from above. Colourful graphics, smooth scrolling and superb controls make *MM* one of the most playable racers.

OUTRUN
SEGA ● £19.99 ● Tel 071 373 2222 55%
Long in the tooth and lack lustre nowadays. Choose your path across the States and put your foot down, taking in the colourful backgrounds, excellent music and speech. Limited courses and shallow gameplay are its downfall.

OUTRUN 2019
SEGA ● £37.99 ● Tel 071 373 3000 51%
It runs at fine speed but roads twist unconvincingly and roadside obstacles jerk into view. The futuristic setting offers nothing new and tracks follow predictable patterns. The yawns soon follow.

ROAD BLASTERS FX (CD)
WOLFTEAM ● £39.99 ● Tel N/A 81%
You're out for revenge! Sometimes staggeringly-fast cartoon animation is used for both through-the-windscreen and cut-away action. Wild stunts to make you gasp and versatile controls, for this type of CD game.

ROAD RASH II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 86%
If you were born to be wild, head out on the highway astride a high-tech cycle, clubs and chains at the ready. Good 3D and sense of movement, a lot of fun and a big challenge. Don't buy if you have the original.

SUPER HANG-ON
SEGA ● £19.99 ● Tel 071 373 3000 79%
The age-old aim: reach checkpoints in time. The road scrolls quickly and smoothly and the illusion of movement's convincing. The only fault is the bike's a little sluggish to handle, but at this price who's complaining?

SUPER OFF-ROAD
BALLISTIC ● £29.99 ● Tel 081 877 0880 68%
Drive small but perfectly formed 4x4 trucks around rugged single-screen courses. Computer opposition is too tough and although you can update five vehicle attributes, it doesn't help

TEST DRIVE II: THE DUEL
BALLISTIC ● £39.99 ● Tel 081 877 0880 65%
A Ferrari, Porsche and Lamborghini are at your disposal in a race against the computer to Rusti's Garage. The cars handle well but the scenery's so dull you may as well be stationary.

rpg

A land to free, a magical item to find, a galaxy to liberate! In-depth adventures all have their rewards, often greater and more original than those in other game styles. The prize for Virgin's high-tech *Corporation* is 91%!

ADVENTURES OF WILLY BEAMISH
DYNAMIX (CD) ● £39.99 ● Tel 0734 303322 58%
As American schoolboy Willy, escape detention then get into surreal scrapes with your sister and dead grandfather. Cartoon graphics, fully characterised speech but horrific loading times cripple amusing gameplay.

BUCK ROGERS
ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 82%
Various space-faring alliances face one another as Buck selects a crew of various skills. Plenty of gameplay and detail for RPG fans but more could've been made of the scenario.

CADASH
TAITO ● £32.99 ● Tel 0101 708 520 9280 60%
Become a fighter or mage and go a-roving! Pretty slowly, mind you, and you'll be hard-pushed to find the roleplaying elements. You're left with a weak platform game with nicely drawn but poorly animated graphics.

CORPORATION
VIRGIN ● £39.99 ● Tel 081 960 2255 91%
It's you versus robots and mutants. Superlative 3D rooms and corridors and a host of gadgets firmly set the atmosphere. Defence systems are shut down with a mixture of firepower and logic. A massive challenge.

HOLLOW WORLD
SEGA ● £59.99 ● Tel 071 373 3000 67%
Scour the newly-formed Hollow World for threats. Villagers are nattered to, armour and weapons upgraded and special objects discovered. Nice graphics but no atmosphere and little to keep the experienced adventurer busy.

RINGS OF POWER
ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 85%
Travel on foot and by Dino, Landbeast and boats to find the Rod Of Creation. Slick programming and great isometric graphics are the first attraction, in-depth tasks and a massive challenge follow.

SHINING IN THE DARKNESS
SEGA ● £34.99 ● Tel 071 373 3000 89%
The duff storyline is forgotten when the superbly designed and coloured graphics flash onscreen. Magic and different fightings tactics defeat monsters, lateral thinking's needed at other times. Along with its recent sequel, *Shining Force*, one of the best Sega RPGs.

SUPER HYDLIDE
SEGA ● £19.99 ● Tel 071 373 3000 47%
Small ugly graphics are a bad sign. You die frequently for no apparent reason, then run out of time and patience. RPG afficionados will find enough to stay occupied but there are better on the market.

shoot-'em-up

Whether aboard a helicopter, space ship or plane, or running along as a soldier, robot, wizard or cop, blasters have as many victims as they do fans. *Jungle Strike* at first place, *T2: The Arcade Game*, *Alien 3* and the former's sequel tied for second.

buyers' guide

GUNSTAR HEROES
TREASURE. £Call. Tel 0425 616705 94%
A brilliant game that arrived with little hype. Fast and furious shoot-'em-up over seven levels of really tough action. Guide your heroes, collect a huge arsenal of weapons and destroy waves of enemies. Hugely addictive and immensely playable.

SILPHEED
SEGA. £44.99. Tel 0425 616705 73%
The CD game that was hailed as the saviour of shoot-'em-ups on the Mega CD. Although it could never live up to this hype, it's still a good game. Impressive graphics that are let down by mediocre alien forces. Still playable all the same.

AFTERBURNER III (CD)
CRI/SEGA ● £39.99 ●Tel 071 373 3000 63%
A CD sequel to Sega's flashy 3D coin-ops. Jet fighter sprites look good and move realistically but ground graphics are crude and dull, looking like rows of giant meatballs. There's great music and effects but not enough to do. Spend your loose change on the real thing.

ALIEN 3
ACCLAIM ● £39.99 ● Tel 0962 877788 92%
Part exploration, part shoot-'em-up, slaphead Ripley's got her work cut out for her. Aliens are on the prison planet she's crash-landed on and have taken several prisoners, er, prisoner. Ripley has to rescue them before chest-bursters make it a moot point but Aliens are everywhere. Grisly graphics and superlative sounds set the scene for a heart-stopping battle. Be quick on the trigger but keep an eye on your ammo.

ATOMIC RUNNER
DATA EAST ● £39.99 ● Tel 0101 408 286 7080 66%
Detailed, original backgrounds mix ancient artefacts with technology. But as we reviewers must always bear in mind, flashy graphics do not a great game make: it's unimaginative, controls are very awkward and 15 continues put paid to lastability.

BIO-HAZARD BATTLE
SEGA ● £39.99 ● Tel 071 373 3000 82%
Aside from its toughness, it's the unusual creepy-crawly enemies (hence the 'bio' of the title) which set this aside from the average blaster. Sprites are superior, backgrounds a touch bland, but it's playable.

BLASTRE MASTER 2
SEGA ● £39.99 ● Tel 071 373 3000 59%
The idea in this is simply to guide your little tank around a little world and blow up little enemies. The gameplay is rather shallow and the graphics are mediocre at best.

DEATH DUEL
RAZORSOFT ● £39.99 ●TEL 0101 405 843 3505 30%
Great pics between levels but graphics are otherwise childish in this cursor-controlled shooter. Duff FX, restrictive controls and boring gameplay. Taking potshots at cowardly monsters ain't fun…

DESERT STRIKE
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 92%
Pilot an Apache 'copter on five taxing missions, taking on (and out) anti-aircraft units and SAM sites. Scouring the landscape for extra ammo, armour and fuel is as important as the shooting and leads to numous worrying moments. The missions are well put together; superb sprites, responsive controls and realistic effects bring them to life. A classic blast.

DEVASTATOR (CD)
SEGA ● £39.99 ● Tel N/A 80%
A mixture of platform and flying action as the Devastator takes on aliens and massive guardians. Manga cartoon intermissions, superb graphics (in places) and funky music; one of the best CD blasters.

EMPIRE OF STEEL
FLYING EDGE ● £39.99 ● Tel 0962 877788 72%
You're set against Motorhead — blast seven shades of **** out of Lemmy! Om, sorry, you set against the Motorhead *Empire*. Well shaded parallax backgrounds, oodles of weapons, pumping tunes, great effects and speech, compact sprites… A pity it's so easy!

FINAL ZONE
RENOVATION ● £39.99 ● Tel 0101 408 982 2700 73%
As Howie Bowie (sic), climb into a powersuit and stomp through seven war zones. Controls are a pain and plenty of wandering and repetition is required. Dull backdrops, good sprites but there's often slowdown. Missed potential.

FIRE SHARK
SEGA ● £19.99 ● Tel 071 373 3000 62%
Strange: you fly a bi-plane yet can acquire three-way fire, Wide Shot and Super Shot — a four-way laser! Scrolling's smooth but backgrounds are similar, sounds are irritating and it's too easy and unexciting.

GALAXY FORCE 2
SEGA ● £19.99 ● Tel 071 373 3000 42%
Once, it was an impressive, expensive coin-op, with flashy hydraulics and 3D. Now it's a cheap and pretty nasty cart. The ship handles badly, there's sprite flicker and an irritating voice babbles at you during tunnel sections. Too easy.

GLEY LANCER
NCS ● £39.99 ● Tel N/A 79%
On paper it's a standard scrolling shooter — power-ups, end-of-level craft etc — the only difference being a selectable permanent add-on. Good use of colour, infinite continues and a *hard* Hard setting. A good, slick blast.

G-LOC
SEGA ● £39.99 ● Tel 071 373 3000 75%
Don't expect anything as flash as the coin-op, but as a straight-laced shoot-'em-up, *G-LOC*'s entertaining. A fast, smooth blast with sampled voices, realistic effects and presentation pics.

GYNOUG
SEGA ● £19.99 ● Tel 071 373 3000 81%
A graphic treat: smooth, parallax-scrolling backgrounds, dazzling ripple effects, big, well animated enemies and no slowdown. The sounds aren't bad and the six levels will keep you playing.

HELLFIRE
SEGA ● £34.99 ● Tel 071 373 3000 82%
A galaxy-saving mission, various power-ups and end-of-level motherships. So far, so predictable. But the ship has unique directable firepower, which adds strategy, and gameplay's very tough, in an unputdownable way.

JUNGLE STRIKE
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 94%
The sequel to *Desert Strike* is a 16 Meg monster! Rather than just an Apache, this time you pilot a Comanche helicopter, combat hovercraft, Stealth fighter and Special Forces motorbike to stop the madman's son and a drug baron. Campaigns take place not only in jungles but in Washington and deserts (deja vu!). The graphics and sound are staggeringly realistic and the missions are all challenging and fun. Superb stuff.

MERCS
SEGA ● £19.99 ● Tel 071 373 3000 83%
Jog along vertically-scrolling levels, *Ikari Warriors*-style, and let fly with various collectable firearms. Seven brightly-coloured levels provide an unoriginal but playable challenge.

MUSHA
SEISMIC ● £39.99 ● Tel N/A 70%
Unusual frog-like robot armour flies up few but lengthy levels; by the time you're used to them, you run out of game! Great visuals — big, colourful, smooth scrolling — but too easy and unoriginal.

PREDATOR 2
ARENA/ACCLAIM ● £39.99 ● Tel 0962 877788 63%
A Predator's on the loose but Harrigan's on his tail. He blasts drug dealers and finds hostages on isometric 3D levels before the alien makes things difficult. Small sprites and bland backdrops, unoriginal and unexciting gameplay.

RANGER-X
SEGA ● £39.99 ● Tel 071 373 3000 85%
Amazing detailed, colourful and sometimes massive graphics (the latter quality for end-of-level baddies — surprised?) display the hectic battles of a jet-packing robot and its bike. Only a smattering of levels but *very* high difficulty compensates.

SEWER SHARK (CD)
SONY ● £44.99 ● Tel 0101 310 858 3777 84%
Fly along FMV sewer tunnels, blast Radigators, bats and assorted mutated creatures while keeping an ear open for directions. It's great to look at and the digitised actors perform well, but lastability isn't good.

SMASH TV
ACCLAIM ● £34.99 ● Tel 0962 877788 72%
Explore the single screen rooms of a futuristic gameshow. One of the novelties is the ability to fire in one direction while running in another, vital for survival. A flawed conversion.

SPACE HARRIER II
SEGA ● £19.99 ● Tel 071 373 3000 55%
The original began the trend for hydraulic chairs and cabinets in the arcades. Blastin' nasties and dodging obstacles has limited appeal as their patterns are soon learnt, but at this price it's okay as a piece of nostalgia.

SUNSET RIDERS
KONAMI ● £39.99 ● Tel 081 429 2446 84%
Back in the Wild West, one or two bounty hunters pump mean cowboys full of lead, collecting ammo and cash along the way. Its lighthearted graphics and gameplay are appealing.

SUPER FANTASY ZONE
SEGA ● £39.99 ● Tel 071 373 3000 90%
Cute, bold and *very* colourful graphics hit you between the eyes! Spare parts and weapons shops are very necessary to survive this fast, tough shoot-'em-up. Addictive, take-no-prisoners blasting at its best.

SUPER THUNDER BLADE
SEGA ● £19.99 ● Tel 071 373 3000 36%
In its day, the coin-op's graphics wowed gamers, but the same was never true of the MD's. Slow, jerky movement detracts rather than adds to the weak gameplay.

THE TERMINATOR
VIRGIN ● £39.99 ● Tel 081 960 2255 79%
First in 2029 then back in 1984, Kyle Reese defends Sarah Connor from a Terminator, a relentless man-machine sent by an all-powerful computer system. There are plenty of ladders and stairs to negotiate and even more foes to blast. *Terminator* fans will love it, others should try it first.

TERMINATOR 2
ACCLAIM ● £39.99 ● Tel 0962 877788 92%
Direct gunsights and blow Terminators to scrap metal, but remember to collect ammo and gun coolant. This *Op Wolf* update is the best of its kind, beginning in the future and ending with the liquid-metal T1000. Superb graphics, raucous sound and non-stop action. Even better with the Menacer.

THUNDER FORCE IV
TECNO SOFT ● £39.99 ● Tel N/A 88%
Following three respectable shoot-'em-ups, it's no surprise this is one of the best around. Other than some slowdown, there's nothing to fault but plenty to enjoy. Stunning graphics, high quality sounds and addictive gameplay.

THUNDERSTORM FX (CD)
WOLFTEAM ● £39.99 ● Tel N/A 72%
A cartoon view from an attack chopper is overlayed with a gunsight, used to blast terrorists. *Thunderstorm FX/Cobra Command* is already looking crude compared to new releases.

TWIN COBRA
SEGA ● £34.99 ● Tel 071 373 3000 52%
It uses the changing icon method of power-ups — the weapon you get depends upon its colour when collected. Average graphics and sound but plenty of levels to keep you busy, if you can stay interested.

THUNDERHAWK
SEGA ● £39.99 ● Tel 071 373 3000 92%
Undoubtedly the finest CD game around, with the sort of attention to detail and depth that the CD was made for. The first person perspective works brilliantly and the controls are smooth and responsive. If you have a CD then you have got to get this!

TWINKLE TALE
WAS ● £39.99 ● Tel N/A 91%
Viewed from above and just behind the hero, there's an arcade adventure feel to the varied level designs and a numb feeling in your fingers after you tackle end-level guardians! For both beginners and experienced gamers.

UNIVERSAL SOLDIER
ACCOLADE ● £39.99 ● Tel 081 877 0880 63%
Armed with an automatic gun, laser whip, power lines and gyroscope mode, find yet more weapons as you destroy waves of dull mechanical opponents. An above-average platform blaster based very closely on *Turrican* but a disappointing licence.

WARP SPEED
ACCOLADE ● £39.99 ● Tel 081 877 0880 52%
It's sooo s-l-o-w! A shame as there's smart graphics scaling and rotation. It's design and strategy elements may appeal to *Elite* fans but it's too dull to last.

ZERO WING
SEGA ● £19.99 ● Tel 071 373 3000 74%
Up against Cat's forces (no, not from *Red Dwarf*), you can use a tractor beam to grab enemies and launch them at others! Good use of colour, cool explosions and weapon effects, but gameplay's run-of-the-mill.

sport

Balls of all sizes, shapes and textures feature in these games, the hockey, boxing and multi-event cart breaking the pattern.

BILL WALSH COLLEGE FOOTBALL
EA £44.99. Tel 0753 549442 73%
Follows the John Madden format for choosing plays, but still a good sports-sim in its own right. Boasts a much more aggressive computer opponent than ever before. This will win friends amongst fans of the genre.

DCC GOLF
DYNAMIC. £call Tel 0425 616705 64%
Falls below the standard of PGA Tour on the Mega Drive, failing to make use of the Mega CD's capabilities. The putting sequences let the game down with bad design making it difficult to find the hole. Not the game to judge the machine by.

NHL HOCKEY '94
EA £44.99. Tel 0753 549442 84%
Yet another off the EA production line. It's a well designed hockey-sim which becomes instantly addictive, but there's little advancement from the previous game. Would interest someone new to these sims.

WIMBLEDON
SEGA. £39.99. Tel 071 373 3000 82%
Despite its average graphics and awkward player movement, this is still a highly enjoyable game. If you're looking for a decent tennis-sim then you won't go far wrong with this. One of the best on the market at the moment.

WWF ROYAL RUMBLE
ACCLAIM. £44.99. Tel 071 344 5000 76%
All the stars of America's glitziest sport are on show here. Choose your favourite wrestler and then punch, kick and slam to your heart's content. Everything you could want from a wrestler; easy controls, great graphics and a host of options.

AMAZING TENNIS
ABSOLUTE ● £39.99 ● Tel N/A 68%
The 3D court scrolls around in a convincing manner, almost the equal of the SNES's Mode 7. There's the usual choice of computer, two-player and tournament games, but when you're the player beyond the net, controls and timing are inadequate. Unless flash is important to you, try *Jennifer Capriati's*.

ANDRE AGASSI TENNIS
TECMAGIK ● £39.99 ● Tel 071 234 2878 81%
Like most tennis games, controls take some getting used because of the ball's 3D movement, but there's fun to be had between two players and computer opponents are challenging. However, *Jennifer Capriati Tennis* is the better sim.

THE AQUATIC GAMES
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 77%
James Pond and his 'Aquabat' chums compete in running, jumping, seal-minding, shell-flipping and kipper-feeding events. Graphics are gorgeous, sounds are superb, but there's limited enjoyment, even with a few players.

ARCH RIVALS
FLYING EDGE ● £39.99 ● Tel 0962 877788 71%
A conversion of a two-on-two coin-op (team-mates controlled by the computer), it features superb cartoon intermissions but gameplay foibles. Limited gameplay against the computer, fun with a friend.

BULLS VS LAKERS
EASN ● £39.99 ● Tel 0753 549442 77%
Options up to yer eyeballs and a versatile control system ain't enough. It's a struggle to get into then is too samey to keep you interested. Some good animation and FX but odd music.

CALIFORNIA GAMES
SEGA ● £19.99 ● Tel 071 373 2222 — 74%
Up to nine players compete or practice half-pipe skateboarding, footbag, surfing, rollerskating and BMX racing. The different control methods are soon mastered but this mixed bag of events soon loses appeal.

CAL RIPKIN JR BASEBALL
MINDSCAPE ● £34.99 ● Tel 0444 246333 — 66%
Although there's not much of it, the crystal-clear speech is the only thing to differentiate this from the crowd: Exhibition, League and Home Run games, 18 teams, pitching variables, stick man fielders...

CHAMPIONSHIP BOWLING
MENTRIX ● £39.99 ● Tel 021 611168 — 28%
A rather sad and sorry 'sports sim' this. It looks absolutely awful, all of the alleys are almost identical and the longevity of the product is very questionable to say the least. There are hardly any characters to choose from either; it's this lack of variety really lets it down.

DAVID ROBINSON'S SUPREME COURT
ACCLAIM ● £34.99 ● Tel 0962 877788 — 57%
Manual player selection and difficult stealing make defence a pain but beating the computer's easy. The court flips 45° at the halfway line, confusing all games. Aesthetically pleasing but the gameplay's lacking.

DAVIS TENNIS
DOMARK ● £39.99 ● Tel 081 780 2224 — 91%
A right royal tennis game. The controls are excellent, really responsive, while you can enjoy singles or doubles games on a choice of courts and selecting from fifty players. The scrolling court works really well, even the two player split screen works to perfection. Probably the best tennis sim available.

EURO CLUB SOCCER
VIRGIN ● £39.99 ● Tel 081 960 2255 — 78%
Control any of 170 teams, enter the five-round European Cup then aim for the ultimate: the Super Cup. The action's viewed from the stands and all three buttons are used. Once you've got the hang of it, it's playable, but there are many rivals out there more than capable of taking the soccer crown.

EVANDER HOLYFIELD'S BOXING
SEGA ● £49.99 ● Tel 071 373 3000 — 79%
Customise your boxer, train him then hop in the ring and bash his opponent! Versatile yet easy-to-use controls, large boxers and realistic controls. Expensive and superceded by *Muhammad Ali* but give it a go.

FLAMING DODGEBALL KID
SEGA ● £39.99 ● Tel 071 373 3000 — 76%
Similar in appearance to volleyball, the basic idea's to hit members of the second team with the ball, timing your shots with its flashing. A worthwhile alternative sport and well represented by sizeable Japanese cartoon graphics and changing backgrounds. Give it a play, you could be pleasantly surprised.

GRANDSLAM TENNIS
TELENET ● £34.99 ● Tel N/A — 63%
Plenty of options: design a character, practice shots, compete in exhibitions, play doubles… All buttons are used but text book plays and tactics don't work. Bland graphics are the plain vanilla icing on the stodgy cake.

HARDBALL III
ACCOLADE ● £39.99 ● Tel 081 877 0880 — 63%
Although the rhythm's often mechanical, the running commentary adds life to this baseball sim. Piles of options but menus are used in gameplay, too, so even when you've gameplay down to a 'tee' it's stilted. Expect more strategic elements than fast-paced sport.

HIT THE ICE
TAITO ● £39.99 ● Tel 0101 708 520 9280 — 50%
A coin-op conversion, the amusing sprites and sleek ice hockey rink are spot-on. Fights and a squid-like creature are fun but infuriating gameplay soon kills playability stone dead.

INTERNATIONAL RUGBY
DOMARK ● £39.99 ● Tel 081 780 2222 — 78%
Taking a *Kick Off* approach, typical options and matches are offered before a great two-player game or dull one against the computer — it's moves are predictable. The only rugby sim as yet, but it isn't too bad anyway!

JENNIFER CAPRIATI TENNIS
RENOVATION ● £39.99 ● Tel 0101 408 982 2700 — 84%
Oodles of options, nifty FX and smooth character and ball movement get Jenny's game off to a great start. The variety of shots, tournaments and two-player option make it the best MD tennis game.

JERRY GLANVILLE'S FOOTBRAWL
RAZORSOFT ● £39.99 ● Tel 0101 405 843 3505 — 59%
American Football with an Olde Worlde, barbarian slant: The pitch is littered with tree stumps and rocks, the indoor arena has trap doors and *more* rocks. If you're doing badly, a bunch of ogres climb out the crowd and help you. However, it can work the other way around, too, so save celebrations till the final whistle. The cartoon violence gives a few laughs but the American Footie itself is basic.

JOE MONTANA II
SEGA ● £34.99 ● Tel 071 373 2222 — 76%
Joe is John's rival to the American Football crown The controls aren't as good as *Madden*'s, the zoom function's confusing and there's no play-offs. On the positive, graphics and sound are good, gameplay's suitably hectic.

JOE MONTANA III
SEGA ● £39.99 ● Tel 071 371 3000 — 80%
Poor old Joe! This game doesn't put a foot wrong — plenty of options, several viewpoints, great graphics and heaps of quality speech — but still plays second fiddle to *John Madden '93*. Aaaahh! You have to feel sorry for him (unless you're an EA employee).

JOHN MADDEN '93
EASN ● £39.99 ● Tel 0753 549442 — 87%
When EA beefed up *'92*'s graphics, added more speech, stats, battery backup system and classic teams, they created one of the best sports sims ever. If you're even mildly interested in American Football, purchase this forthwith!

JORDAN VS BIRD
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 55%
The biggest names in basketball go head-to-head. Presentation's high but the sprites are sometimes blocky and gameplay's simply boring. One-on-one is the basis of a sub-game, *not* an entire cart.

MARIO LEMIEUX HOCKEY
SEGA ● £39.99 ● Tel 071 373 3000 — 49%
A Mario game on Sega! But this namesake is no gaming star: players are sluggish, the control system's tricky and you spend half the time trying to find out who you are. Nice to look at, bad to listen to.

MUHAMMAD ALI BOXING
VIRGIN ● £39.99 ● Tel 081 960 2255 — 87%
The greatest heavyweight boxer lends his name to the greatest boxing game! Naturally, the aim is to become champ, although exhibition bouts can be organised. Presentation, graphics, sound and gameplay are of the highest calibre.

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 78%
Funny aliens and crafty demons add variety and humour to this vertically-scrolling American Football spoof. Pitches are dull but big sprites portray inevitable, enjoyable violence.

NBA ALL-STAR CHALLENGE
FLYING EDGE ● £39.99 ● Tel 0962 877788 — 63%
The basic concept's a loser: it's one-on-one. Worse, some of the sub-games (as in 'way below par') are simply shooting practice. There are clear digitised portraits and realistic animation but lastability's low.

NHLPA HOCKEY '93
EASN ● £39.99 ● Tel 0753 549442 — 84%
Fights and the Sin Bin join team and player stats; the top 50 slappers have special moves! Professional presentation, EA's usual wide array of sport options and realistic graphics and sound; a top-notch sim.

OLYMPIC GOLD
US GOLD ● £39.99 ● Tel 021 625 3366 — 80%
Hurdles, the 100 metres, pole vault, diving, swimming, archery and hammer-throwing — not quite the full Olympics but their controls are easily mastered. Piles of options and superb with the full complement of four players.The best multi-sport cart.

PGA TOUR GOLF II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 73%
Restrained visuals and an upmarket approach mix well with comprehensive options and clever features. Although it's far from a superlative product, the 'skins' game facility help bump this onto the 18th green.

POWERBALL
NAMCO ● £39.99 ● Tel 0101 408 496 6371 — 30%
A future version of football, blandly-drawn teams from around the globe compete on a dull pitch. It's difficult to see who's got the ball but you're unlikely to have it long, anyway.

POWER CHALLENGE GOLF
ACCOLADE ● £39.99 ● 081 877 0880 — 53%
Three courses, practice ranges, multiple players, 'skins' match and more options besides, but the controls and graphics are old fashioned (it's a minor update of an aging 16-bit game). Try it if you've conquered *PGA II* and can't wait for the third.

PRO QUARTERBACK
TRADE WEST ● £39.99 ● Tel 0101 903 874 2683 — 52%
Another Yank Football sim attempting to steal Madden and Montana's thunder, this one shouting about its fancy 3D perspective — which doesn't work! The number of plays is limited and their selection is confusing. It's fast, fun to watch and the music's funky.

RBI BASEBALL 4
TENGEN ● £39.99 ● Tel 081 780 2222 — 89%
Large sprites, smooth movement and quality sound make this a treat. A spread of options, numerous teams to choose, piles of stats and easy to learn controls complete the happy picture.

SIDE POCKET
DATA EAST ● £39.99 ● Tel 010 408 286 7080 — 73%
The game's pool, Nine Ball and Pocket against another human, Trick Shot Challenge and a States-skipping solo Pocket game. The latter soon sets horribly high target scores — and the trick shots which *must* be successfully played before moving to the next city are frustrating but the two-player option's always fun. The only ball and cue game available so fans are stuck with it.

SPEEDBALL 2
SEGA ● £39.99 ● Tel 071 373 3000 — 90%
In a smooth-scrolling metallic arena, teams battle it out for possession of a metal ball. Points are scored by throwing it in the opposition's goal and hitting targets, and maximised by activating score multipliers. Collect coins spend on improving individual players or the whole team. Manic gameplay and great presentation. One of the best two-player sports games.

SUMMER CHALLENGE
ACCOLADE ● £39.99 ● Tel 081 877 0880 — 69%
This multi-event cart allows up to eight players to compete in show-jumping, cycling, kayaking, archery, javelin, pole-vault, hurdles and high jump. The graphics are an interesting mix of polygons and sprites but unfortunately the 3D approach often makes control and timing difficult. *Olympic Gold*'s the superior game.

SUPER HIGH IMPACT
ARENA ● £39.99 ● Tel 0962 877788 — 79%
Smart speech and pulse-pounding effects increase atmosphere in this crunching American Football game. It's aimed at newcomers to the sport and adds aggression with its Hit-O-Meter. Worthy of attention.

WINTER CHALLENGE
ACCOLADE ● £34.99 ● Tel 081 877 0880 — 80%
Gather up to nine friends, choose nationalities and enter luge, downhill and cross-country skiing, bobsled, speed skating, slalom, biathon and ski jumping. The events vary in quality but feature realistic animation and 3D scenery.

WORLD CLASS LEADERBOARD
US GOLD ● £39.99 ● Tel 021 625 3366 — 63%
US Gold gave up their snap-hook graph in favour of a fancy circular one for MD *Leaderboard*. Control is a hit-and-miss affair with the new device. Blocky graphics and weak sounds but there are plenty of courses and game types.

WORLD CUP ITALIA '90
SEGA ● £19.99 ● 071 373 3000 — 59%
Bring justive to the 1990 World Cup: get England into the final! Viewed from above, about a tenth of the pitch is shown at any one time. The graphics are colourful and movment's speedy, but with only three kicks to master, it won't keep you playing for long.

strategy

Organise your troops, plan your moves, distribute resources… If your the type who thinks before they act, the following games should be right up your street. Oddly, the two best games in this category — *Mega-lo-Mania* and *General Chaos* — both have a humourous slant to make them more palatable.

GENERAL CHAOS
EA ● £44.99 ● Tel 0758 549442 — 88%
Single-screen sections of territory are fought over by directing soldiers, one by one. Assault, Brute Force, Commando and Demolition teams offer different combinations of weapons, Commando duos the only combatants under direct control. A straightforward but amusing, original, addictive war game.

KING SALMON
TOKAI ● £39.99 ● Tel N/A — 57%
There's nothing fishy about this being in the strategy section. Bait type, line length and depth, where to fish… even the arcade sections require thought.

MEGA-LO-MANIA
VIRGIN ● £39.99 ● Tel 081 960 2255 — 90%
Somewhere in space, flamboyant gods struggle for control over areas of territory known as epochs. Devote manpower to mining, invention, defence and combat. The manic sprites are small and icons are a touch confusing but speech is excellent and gameplay unsurpassed.

MONOPOLY
SCULPTURED SOFTWARE ● £39.99 ● Tel N/A — 51%
As in the board game, go round and round the board, deciding which property to buy and where to put houses. It's well presented and easily played but nowhere near as satisfying as the real thing.

POWERMONGER
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 70%
An in-depth version of *Populous*, men are recruited, land is farmed and power struggles develop in a war against computer commanders. Massive depth but the control system cripples the gameplay.

POPULOUS II
VIRGIN ● £39.99 ● Tel 071 373 3000 — 83%
The second coming of a great game. The controls are a bit fiddly, but it is still an enjoyable game which will have you playing well into the wee hours.

TECHNOCLASH
EA ● £44.99 ● Tel 0753 549442 — 87%
A highly original game that takes the better elements from other games, mixing shoot-'em-up with RPG and particularly *strategy*. Stylish graphics, variety and a big challenge.

WARRIOR OF ROME II
MICRONET ● £39.99 ● Tel N/A — 56%
Walk in Caesar's sandles and prevent the rebellion which killed him. Train men, organise troops, build colosseums and fortresses before going into combat. It takes a lot of time and patience but the two-player option helps.

If you are having problems getting hold of games then check out the numbers below.

The SEGA FORCE MEGA Buyers' Guide is now updated every issue, to include every Mega Drive and Mega-CD game we've reviewed since the original SEGA FORCE, back in December 1991.

The people who help us are the people to help you

ACE	071 439 1185	Krazy Konsoles	0422 342 901
AMS	081 201 0535	Mr Disk	021 616 1168
Comtazia	0384 261 698	Telegames	0533 880 445
Game Zone	0908 226 696	Video Games Centre	0202 527 314

Small Ads



Sell, sell, sell! If you want to make a pretty penny by moving out old games then this page if for you! If it's that bargain game that you're looking for, then make your first stop the Small Ads! As for wanteds, swaps and pen pals, we've got 'em all. If, on the other hand, you're looking for a pressie for Cousin Tom, who wouldn't know a MD from his elbow, then you're in the wrong place…

■ Game Gear, seven games, AC adaptor, mags, still boxed, perfect condition. Sorry, buyer must collect. Tel. 0946 66277. Bargain at only £130. Write to Andrew McManus, 1 Solway View, Sunnyhill, Whitchaven, Cumbria CA28.

■ Game Gear for sale with four games, including Donald Duck, also with case and two-player adaptor, £99, Tel. Chris on 081 979 3346.

■ Sega MD for sale, four games including Ecco, Quackshot, Sonic and Bonanza Bros, all boxed. Very good condition, £130. Phone Tom after 5pm on 0474 815171.

■ Sega Mega Drive games X-Men £23 and Jungle Strike £25, both games as new. Tel. 0626 776773.

■ C64 boxed includes joystick, 25+ magazines 250+ games, music maker. Worth over £500, bargain at £175 ono. Call John on 0254 670481 after 5pm.

■ Fatal Fury 2 moves and Samurai Showdown moves for arcade! Please send £1 and an SAE to C Worall, Spring Valley Walk, Bramley, Leeds.

■ For sale, Mega Drive games, Mega Games 1, Galahad, Powermonger, Sonic. All good condition and boxed, £20 each or £75 for the lot. Phone Mathew on (061) 445625

■ Sega Master System for sale with 15 games and some top titles. Sell for £150 or swop with a Mega Drive with four games. contact Allen on (0734) 892231.

■ WWF & WCW posters, lots of magazines, programmes and videos for sale (or swop for SNES games). Also Exhaust Heat (SNES UK), £35. Ring (0203) 37154!

■ For sale PGA 2 and Madden '93 £25 each ono. May consider swop for Micro Machines. Phone Ian on (0844) 33611.

■ 40 Mega drive games £300, including S Fighter II, M Kombat, Shinobi 3, Rocket knight Ad. Must have Jap MD with speed switch. call Chris on (0273) 883035

■ Master system 2 with 15 games including Mortal Kombat, Sonic 2, and more with joystick, WWK infra-red controller, £220, games sold separately £5—£25. Ring (081) 5773167.

■ Game Gear, 17 games, Wide Gear, AC adaptor, carry case, instructions, Absolute bargain £240. Ring Mark on (0895) 635100

■ Mega Drive, two jopads (one turbo), 15 games including Lemmings, Mortal Kombat, agassi Tennis, worth £500, will sell for £400 ono, buyer must collect. Write to Paul at 15 Spring Bank Ave, Audenshaw, Manchester.

■ Game Boy with accessories and eleven games including Super Mario 1 & 2 and Tiny Toons, £200 ono. Ring (081) 4017.

■ Mega Drive games and SNES Aliens 3, PGA, Taz-mania, Olympic Gold, European Soccer,Terminator, NHLPA '93, Desert Strike, Tailspin, Ecco, £25 each. Plus others. tel (0922) 403699.

■ Mega Drive console, three months old with two controllers, 13 games new releases, eg. Mortal Kombat, PGA II, Micro Machine, Super Kick Off, Cool Spot plus other great hits, £250 ono. Ring Darren on (0922) 56179.

■ Mega-CD/Drive, three CD's six carts including Flashback, Another World, LHX. Goodman's speakers, carry case. Will separate, lots of mags, £300. Ring (0606) 558815.

■ 18 Sega Game gear games, vgc with box and instructions £15 each ono. Also master System games, £18 each ono. Phone (061) 9691847.

■ Snow bleached, pleated jeans with elasticated waste. For details, contact Mark P at Computerfacts, Devon.

■ Mega Drive, one joypad, Arcade Power stick, five games, including EA Ice Hockey and John Madden's, good Christmas present, £140 ono, Phone Chris on (0722) 322269.

■ One Ford Fiesta, good runner downhill. Guaranteed to start with four people pushing. Going cheap, just like the owner. Those interested should contact Debbie in Paignton.

■ For sale, Pandavert fast radio-control buggy, includes radio equipment and charger, vgc - eight runs only. Ring Tristan on 0865 513328, weekends only.

■ Mega Drive games for sale, European Club Soccer £20, Smash TV £20, F22 Interceptor £20, Thunderforce II and Sonic £12 each. Ring Andy on 0935 78958.

■ Game Gear plus six games for sale. Also comes with Magnifier and adaptor. Will sell for £129 altogether, but will sell separate. Ring 0562 886526.

■ Mega Drive Tips book, printed using a Mac computer, with 100+ tips. Send SAE and £1 to David Johnston, 70 Norse Road, Scotstown, Glasgow G14 9HT.

■ Lynx 2 and one game, £40 plus many other games £15 each. Ring Spencer on 081 367 9346 5 - 9pm.

■ A600, printer, games, joysticks and external disk drive, all for sale. Phone John on 0279 600770.

■ Mega Drive games for sale, Splatterhouse 2 £15, Predator 2 £15, Twin Hawk £10, Rambo 3 £15, Galaxy Force 2 £10. Tel. Reading 574299.

■ Vauxhall Astra, puke turquoise, one careful owner passed on to one cunning thief. Quick sale, cash only; reward for information leading to the person responsible for scrawling on the MOT certificate. Contact the man Stix for info.

■ Mega Drive, 8 games fully boxed and SNES with three games, fully boxed with converter, £166 each. Tel. 0865 390760, buyer must collect unless in Oxfordshire area.

■ Sega Master System II with two control pads, joystick and Aliens 3, Wonderboy 3, Shinobi, Alex Kidd, Pro Wrestling, £90 ono. Ring 0792 893091.

■ For sale MS II, seven games, sell for £135. Games include Batman, Alex Kidd, Terminator, Op Wolf, Light Gun, World Soccer, Sonic 2. Contact Tim on Newbury 71312.

■ Sega Master System, six games, three controllers, 12 magazines. Worth £250, will sell for £75. ring 0652 633319, Humberside area only.

■ Sega Master System II, two control pads plus eight good games, vgc, £80 ono. Phone after 6pm on 0734 752959.

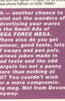
■ Oi! I have issue 1 of Sega force £15 ono. Also Issue 7, £5. Call 0757 638630.

■ Mega Drive games. Warpspeed £27, Powermonger £25, Herzog Zwei £20, F-16 £5. All excellent condition, phone Andy on 0257 268047.

■ Mega Drive, two joypads and case with Sonic 1 and 2. Micro Machines, Mickey and Donald, £180. Call after 4pm on 071 381 1290.

■ Bargains! Master System games, Sonic, Castle of Illusion, Rocky, Spider-Man, £10 each. Sonic 2, Donald Duck, Chuck Rock, £13 each. Clear all for £70. Ring Keith on 061 761 6367.

■ Swap or sell eight MS games, four GG games and MD game. I'm open for all offers. Please phone Nathan on 0532 789891.



■ For sale, Road Rash II £20, Super Kick Off £25, Hardball 3 £25. Please write to Martin Harrington, 30 Christmas Ave, Aldershot, Hants GU12 4PJ.

■ Atari Lynx, five games boxed with instructions. Worth £230, will sell for £50. Phone Grant on 0603 737465.

■ PHREEEEEPPPPT! Another attempt at attention-grabbing pays off! If you have things for sale or swap (Sega related), or you have particular wants in life then drop us a line using the form on the right. It's all free, would you believe it, and you even get to enjoy our vein attempts at humour. If anybody out there is offended by our silly witterings, then Guttersnipe made us do it, threatening to print pictures of Marc and Debbie in uncompromising positions (Mainly Debbie slapping him around the chops).

■ Rainbow Islands, and New Zealand Story for the Mega Drive. Both are in excellent condition. boxed with instructions, have them both for £125, no splits! Collectors items. Phone Steven on 0768 899773.

■ Atari 520 STE 'Xtra Pack', double sided drive, joypad, mouse, word processor, £600 of software including F1 Grand Prix, RoboCop 3, Jimmy White Snooker, MicroProse Golf. Worth £850, sell for £500 ono. Ring Michael on 071 704 2914 before 7pm.

■ Mega Drive, excellent condition boxed with seven games, including D Strike and J Strike, two joypads. Phone Lewis on 0834 871969, £195 ono.

■ Game Gear with no games, £45. Phone Matthew on 0495 215950 now!

■ Jap/US compatible British Mega Drive with Sonic 1 & 2, World of Illusion, Desert Strike, Streets of Rage 2, Alien 3, NHLPA '93, Wrestlemania and Cool Spot. Two joypads included, only £130 ono. Tel. Mike on 0933 704414.

■ Will sell John Madden '93 for £30 or will swap for any good games. Phone Paul on 051 526 0016. Used twice, unwanted gift.

■ Amiga for sale, boxed with joysticks, mouse, built-in modulator, lots of games, including Body Blows, Super Frog, Chaos Engine, vgc, eight months old, sell for £295. Ring 061 653 9321.

■ Seen anything so far? So much to choose from, and cheap at twice the price. Talking about cheap, new slaves... er, sorry, staff are required at the Devon offices. Good English necessary (not to mention unique in this place), game knowledge and playing ability a must. Contact us via the Ludlow offices for more information!

■ I'll buy your old MS games for good prices. I'll also swap games . Contact 63 Heal Glyndwr, Fishguard, Dyfed SA65.

wanted

■ Sega Superplay cards. The numbers I need are 24, 59, 67, 77, 81, 93, 96, 100. If you have any of these cards, tel David on (0642) 311802

■ SNES, two joypads, with some games desperate to buy, pay between £40 and £50. Contact Tony on 0992 442278.

■ I'm after old Commodore CARTRIDGE games, willing to pay up to £7.50. Send list to Jamie Hutchinson, 77 Nunburn-Holme Park, Hull HU5 5YN.

■ Games up to £20 for Game Boy, Game Gear, SNES, Sega Master System (UK only). Also good condition machine required. Ring 081 503 4931.

■ Mega Drive games Sonic 2 and EA Hockey, will pay £15 each. Call us on 0563 674546.

swap

■ As with any Small Ad, please take great care when replying to any ads that do appear on these pages. We cannot be held responsible should any goods you purchase or swap turn out to be defective.

■ Swap Atari Lynx handheld, six games, carry bag, power adaptor for Amiga computer. Phone Paul on 081 593 4670 (Dagenham or London Area).

■ I will swap my Road Rash, Spider-man and Sonic 1 for Mortal Kombat on Mega Drive or Flashback on Mega Drive, must live in or around Hull, otherwise swapper must collect. Tel. 0482 568874.

■ I'll swap Flashback or Immortal for Mega-lo-mania or Jungle Strike or The Immortal, £20, California games £15. Tel. (0532) 393775.

■ I will swap David Robinson Supreme Court Basketball, Outrun or PGA Tour Gold for Fatal Fury or NHLPA Hockey '93. Call Steven on (0651) 862688.

■ One half-decent, half -demented Editor available for a straight swap with a fun-loving, non-smoking, lunch-taking Barbie Doll or nearest offer. Sorry, no Ken's allowed. Call C'facts for more (non) information.

■ I will swap my Game Boy with carry case and six games for SNES with one game and two controllers. Phone Gravesend 567793.

■ Want to swap Spider Man for F22 Interceptor on the Mega Drive or LHX Attack Chopper. Ring Phillip on (0691) 655579 between 8-9pm.

■ Swap Atari Lynx handheld, six games, carry bag, power adaptor for Amiga computer. Phone Paul on 081 593 4670 (Dagenham or London Area).

■ Master System with nine games, including Mickey Mouse, Donald Duck and Rastan, two control pads, light phaser, and joystick. Worth £289 but will sell for £120 ono or swap for Mega Drive with three/four games. Phone Tom on 081 893 1209 after 5pm please.

■ Wanted — dictionary, easy to use, with correct spellings of Quarterback, necessary and their. Must be in decent condition — no 'Marc woz 'ere' scribbled all over them.

■ Swap Mega Drive Menacer, five games, two joysticks for Amiga 500, 500+ printer. Also required, a small cash adjustment. Phone Alan on 0430 441835, Humberside area collected.

■ Will swap Castle of Illusion for Sonic 2 on the Game Gear or OutRun for Sonic 2 on Master, ring 0624 861408, ask for Ross.

■ Atari Lynx games wanted, will buy or swap for Mega Drive games, including Dragons Fury, a 93% top arcade game. Write to Neil Cooper, 81 Wilton Ave, Francho, Kidderminster DY11 5QE

■ Swap my SNES plus five games (inc SFII) and convertor for (Eng) Mega CD and Game(s). Will sell for £200 ono. Phone Dan on 0977 555331.

■ I wanna swap Bart vs The Space Mutants for ToeJam and Earl or Batman (other games considered). Phone Allister on 0432 274769.

■ Swap my Speedball 2, Star Control, Bulls v Lakers or The Immortal for your Cyborg Justice, PGA 2, Streets of Rage 2 or Mega-lo-mania. Phone Paul on 0606 883905.

■ Mega Drive with Sonic, NHLPA '93 Road Rash, Dragons Fury & WWF, for your SNES & SFII & F1 Exhaust Heat. Tel. 0268 752827.

■ Will Swap Mega Drive plus two joypads and four games for Amiga 500 and some games. Phone after 8.30pm please, on 0282 457812.

■ Swap Ecco for PGA Golf II and Mystical Fighters for LHX, Lotus Turbo or Rolling Thunder 2. Must be near Edinburgh area. Ring 552 2065.

■ Swap Mega Drive game LHX Attack Chopper for Micro Machines, Cool Spot, Jungle Strike, Road Rash 2 or Ecco. Phone David on 0202 884157.

■ I would like to swap my Master System II (without box) with two games for a NES. Please write to Kevin Mowatt, 12 Shakespeare House, Limegrove E4 6PY.

pen-pals

■ Pen pals — lovely creatures. Time to put your writing ability to the test and have plenty of fun to boot. Be interesting, articulate and clean and you're sure to get a response in kind! Consider too, that beauty is only skin deep, or in Chris's case, pretty non-existent, but we try not to hold it against him.

■ Jemima, I've lost your address, please write to me with it. John of Skegness.

■ 11 year old girl looking for male or female penpal, any age, photo if possible, I will reply to all letters. Write soon to: Kate Smith, 61 Belmont Drive, Stoke Gifford, Bristol BS12 6US.

■ Two totally awesome babes looking for two boys aged 13 to 15. Please include recent photo. Write to Catherine and Collette, 79 Boundary Road, Cheadle, SK8 2WE.

■ Wanted pen pals, I am a 19 year old girl, age between 15-25 approx. Write to Vicky Crump, 80 Meadow Road, Yeovil, Somerset RA21.

■ Looking for a good laugh?Look no further. If you're female 14+ write to Ian, 38 Lawson Street, Kirkcaldy, Fife KY1 3JB.

■ 13 year old boy looking for female pen pals 13+. Please send recent photo to: Paul Williams, 30 Trelawney Road, St Ives, Cornwall.

■ 34 year old golden oldie seeks friends, any area, nationality, overseas welcome, interests Mega Drive, music, reading. Send photo if possible to Douglas Browne, 60 Rannoch Place, Castlepark, Irvine, Ayrshire.

■ Fun loving 21 year old lad looking for pen pals. Photo if possible and all letters answered. Please write to Chris 214 Stockport Road, Ashton, Lancs OL7 ONS.

■ 9 year old boy seeks pen pal his age. Likes Zool and Sonic, owns a Master System. Write to Robert Bealey, 51 Hardy Ave, Yateley, Camberley, Surrey GU17.

■ Any 16-20 year old girls wanting light hearted conversation with a red-hot 18 year old male, write to 'Sonic', 3 Battlesbrook Road, Old Heath, CO2 8EQ.

user clubs

■ Sports games enthusiasts interested in serious club competitions in NW area. For details send SAE to Steve, 10 Cronton Park Avenue, Widnes, Cheshire WA8 9DJ.

So there you have it. If you are under 18, get the permission of a parent/guardian if sending any money through the post.. While we do our best to throw out the dodgy ones, we cannot be held responsible if your game fails to work properly or your pen pal resembles an old bloke with tatty clothes and greasy hair (or Powelly for that matter, although you do have our sympathy).
If at all possible, try to check out anything that you intend to swap or buy before going ahead with the transaction

SEGA FORCE MEGA

Hold the front page!*

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*Well, a page pretty near the back actually

CATEGORIES: FOR SALE ☐ SWAP ☐ USER GROUPS ☐ PEN PALS ☐ WANTED ☐ OTHER ☐

NAME...

ADDRESS..

.................................POSTCODE...............................



Coming next issue...

The end of this action-packed issue is just about upon us, but never fear loyal reader the wheel is once again turning. Our next tempting cocktail of news, previews and reviews is already being nurtured towards fruition.

We'll be giving a host of top titles the comprehensive SEGA FORCE MEGA once over. Expect to see full reviews of *Lost Vikings*, *Jungle Book*, *Dune 2* and a whole lot more! We didn't quite manage to fit EA's *Fifa International Soccer* into this issue before going to press, it's a funny old game football you know, so prepare for a full 90 minutes next month.

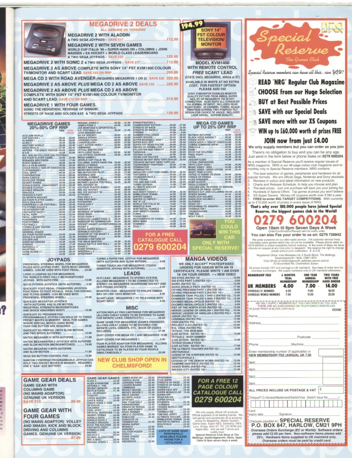
Let's not forget the all the regulars will be back, bigger and better than ever. Guttersnipe's vanishing under an avalanche of mail as we speak! Don't let that put you off, his inane ramblings wouldn't be the same without your input. SEGA FORCE MEGA — The Sega magazine the others only dream of emulating...Devon knows how we make it so creamy! ■



Virtually unbeatable? Check out our Virtual Pinball review next issue!

THE ACTION PACKED JANUARY ISSUE OF SEGA FORCE MEGA IS ON SALE DECEMBER 16
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